

88

Washington

D

WASHINGTON REDSKINS' TRAINING CAMP

TWO-A-DAY SCHEDULE

7:00 - 8:00 AM	Breakfast
8:30 - 9:00 AM	Special Teams Meeting
9:00 - 11:00 AM	Practice (Wts. on Tuesday & Thursday)
11:45 AM - 12:30 PM	Lunch
12:30 - 1:30 PM	Meetings (Offense/Defense)
1:30 - 3:30 PM	Siesta
4:00 - 6:00 PM	Practice
7:15 - 8:00 PM	Dinner
8:00 - 8:20 PM	Special Teams Meeting
8:20 - 9:45 PM	Team Meeting (Break-up, Offense/Defense)
10:00 - 10:30 PM	Snack
11:00 PM	Curfew
11:30 PM	Bed Check

NOTE:

- 1) On Tuesday and Thursday mornings, we will have a weight workout instead of a normal practice.
- 2) When we practice on Wednesday night, dinner will be served from 4:45 - 5:30 PM. Practice is at 7:30 PM.

1988 WASHINGTON REDSKINS FINE SCHEDULE

NOTE: FINE SCHEDULE MAY BE SUBJECT TO CHANGE IN ACCORDANCE WITH ONGOING COLLECTIVE BARGAINING NEGOTIATIONS.

There are always one or two people who try to step out of bounds. We do not like to fine anyone — YOU FINE YOURSELF!

- | | | |
|-----|--|-------------------------------------|
| 1. | Late for meetings (door closes) | \$ 5.00/min. (max \$100) |
| | Late for practice | 50.00 |
| | Late for meals | 50.00 |
| | Late for trainer or doctor's appointment | 50.00 |
| | Late for any scheduled transportation | 100.00 |
| | Late reporting to mandatory off-season training camp (Mini Camp) | 100.00 |
| | Late reporting to camp without permission | 1000.00/day |
| 2. | Failure to report all injuries | 75.00 |
| | Sprained ankle without protective wraps | 100.00 |
| 3. | Missing meeting | 300.00 |
| | Missing practice | 300.00 |
| | Missing weigh-in | 100.00 |
| | Missing trainer or doctor's appointment | 300.00 |
| | Missing publicity appointment | 50.00 |
| | Missing place on special teams | 200.00 |
| | Missing mandatory off-season training camp (Mini Camp) | 500.00 |
| | Missing any scheduled transportation | 500.00 + pay own way to destination |
| 4. | Leaving camp without permission | 1000.00/day |
| | Leaving practice early without permission | 100.00 |
| 5. | Loss of notebook, scout report, or game plan | 500.00 |
| 6. | Curfew Violations: | |
| | Disturbance in room or dormitory | 75.00 |
| | Late for bed check: first 15 minutes | 100.00 |
| | next 45 minutes | 50.00 |
| | each additional hour | 100.00 (max. \$500) |
| | Night before game-failure to meet bed check | 400.00 |
| 7. | Weight Control (will check 1x/week by trainer) | 25.00/pound/day |
| 8. | Losing, altering or damaging uniform | 100.00 |
| 9. | Conduct detrimental to Club — maximum fine of an amount equal to one week's salary and/or suspension without pay for a definite time period (not to exceed 4 weeks). The following are examples of actions which the Club deems detrimental, along with the specific amount of fine (the Club maintains the right to suspend). This is by no means all-inclusive, and other matters of detrimental conduct will be dealt with accordingly: | |
| | Restricted public places (off limits) | 250.00 |
| | Frequenting bars during team travel where team is staying | 100.00 |
| | Beer or liquor in dormitory or locker room | 200.00 |
| | Hard liquor on plane | 200.00 |
| | Gambling | 150.00 |
| | Firearms in camp | 500.00 |
| | Absolutely no use of drugs unless authorized by team doctor | 500.00 |
| ✓ | While at training camp, women are not permitted in the player's quarters. While traveling with the team on the road, women are not permitted in hotel/motel room | 500.00 |
| 10. | Any disqualified player will be fined by the Commissioner. | |

(OVER)

TERMS TO DESCRIBE OFFENSE

UNDER HANDOFF:

Ball between the Quarterback and L.O.S. (going parallel).

STRONGSIDE:

Side of the two Receivers or slot side (odd formations) for passes. PI side for runs.

WEAKSIDE:

Side away from the two Receivers or slot side (odd formations). Open side is for front coordination.

ONside:

Side of the play.

OFFSIDE:

Side away from the play.

POWER FORMATION:

Formation with Back behind the Quarterback (Brown, Blue, Ace, or I).

FINESSE FORMATION:

Formation with no Back behind the Quarterback (Red or Green).

TURN OUT PROTECTION:

Guard and Tackle opening outside on pass protection Vs. 53.

"G" PULL PROTECTION:

Guard and Tackle pass protection (You-Me) VS. 53 Defense.

"Y" STAY:

Tight End staying in an area pass protection.

"Y" SLOW:

Tight End slow blocks, then checking out into pattern.

DART SCREEN:

Semi-fast screen to Back out of the backfield (play action or drop back).

CIRCLE:

A Back releasing downfield between Tackle and Tight End.

SKY:

Backs release downfield outside "Y".

STALK BLOCK:

Sweep blocking by standing up and blocking defensive man either direction.

ZONE OR MAN PASS PROTECTION:

Terms to describe method of pass protection Vs. line deals.

UNBALANCED:

Term used to indicate one or more extra Offensive Linemen aligned to right or left of Center.

SHOT GUN:

Indicates direct snap to the Quarterback from the Center, 4 - 7 yds deep.

AUDIBLES:

Quarterback is changing play at the L.O.S. within cadence calls.

SNAP COUNT:

Cadence number or word that the ball is snapped on.

NON-RHYTHMIC CADENCE:

Type of cadence designed to draw you offsides -- voice inflections and count other than rhythmic.

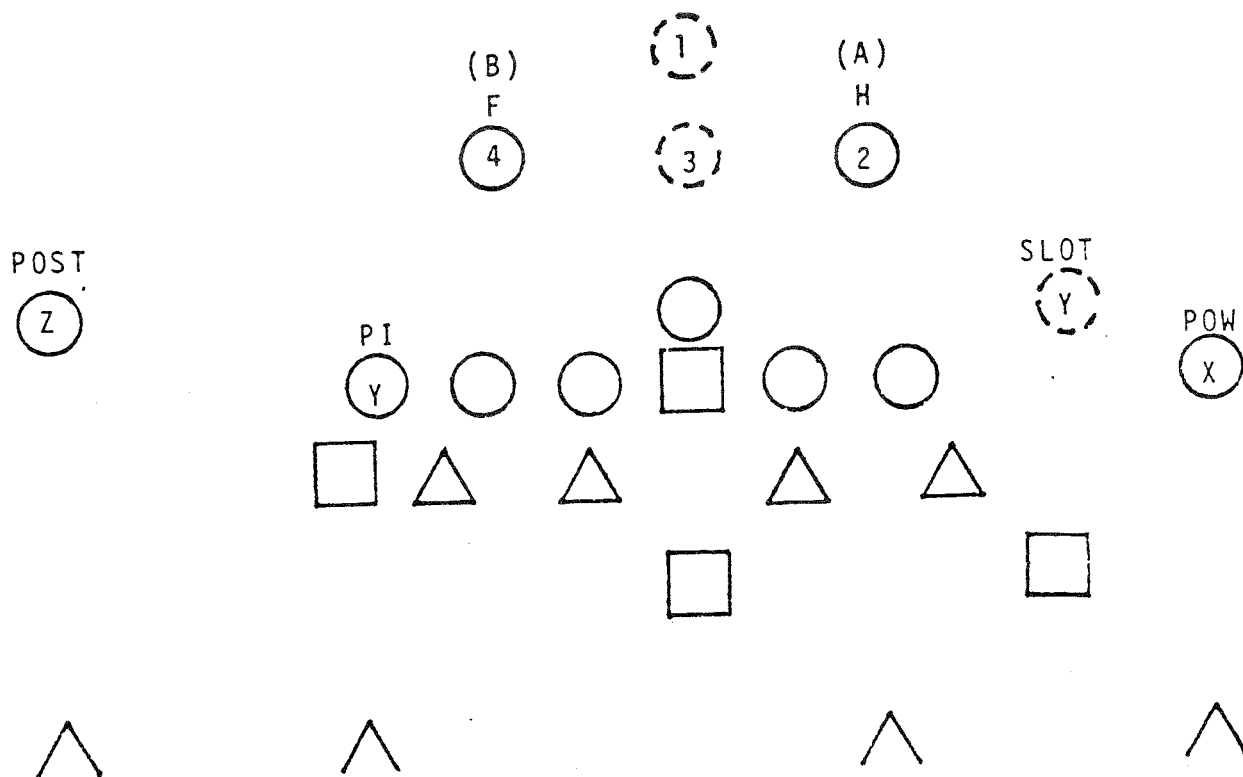
DOGS:

Pass rushes by Linebackers (34 defense involving two or more BU's).

BLITZES:

Pass rushes by Secondary.

IDENTIFICATION OF OFFENSIVE PERSONNEL



PO = (Offensive Player Out) - Wide Receiver deployed on either side on or off the line.

1. "X" (POW) the weakside PO (either right or left).
2. "Z" (POST) the strongside PO (either right or left).

PI = (Player Inside) - Tight End ("Y") on the strongside of the offensive formation having an outside man farther out --PO.

PIX = PI at X in Slot Formation

1 =
2 =
3 =
4 =

} — Defines areas or spots, not players.

H = A particular player, no matter where he lines up.

F = " " " " " " " " " "

A = Back to weakside of formation.

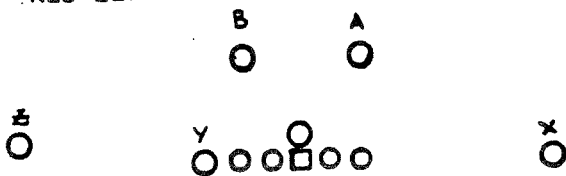
B = Back to strongside of formation.

TYPES OF PEOPLE

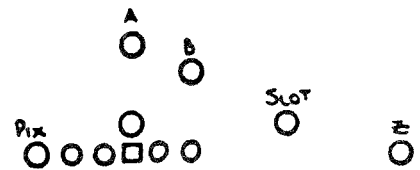
REGULAR PEOPLE

RED LEFT

{ 2 BACKS
2 WIDE RECEIVERS
1 TIGHT END



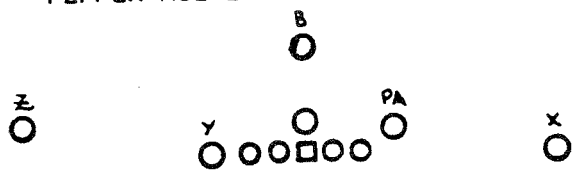
REGULAR PEOPLE - SLOT BROWN RIGHT



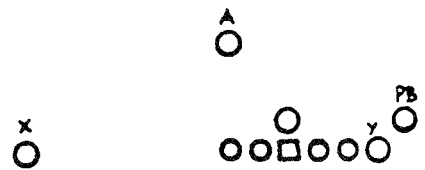
PEPPER PEOPLE

PEPPER ACE LT.

{ 1 BACK
2 WIDE RECEIVERS
2 TIGHT ENDS

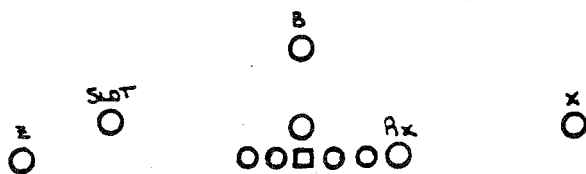


PEPPER PEOPLE - PEPPER TRIPS RIGHT



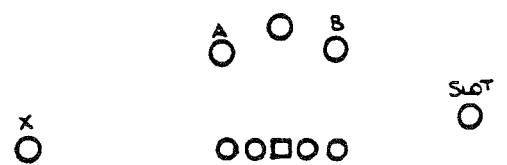
3 P.O.'s

{ 1 BACK
3 WIDE RECEIVERS
1 TIGHT END



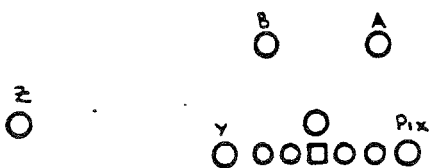
3 P.O.'s

{ 2 BACKS
3 WIDE RECEIVERS



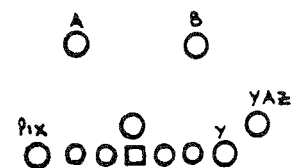
NEAR PEOPLE

{ 2 BACKS
1 WIDE RECEIVER
2 TIGHT ENDS



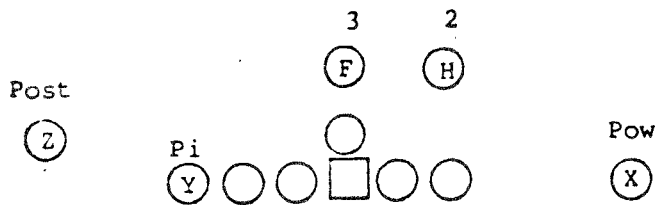
SHORT YARDAGE PEOPLE

{ 2 BACKS
3 TIGHT ENDS

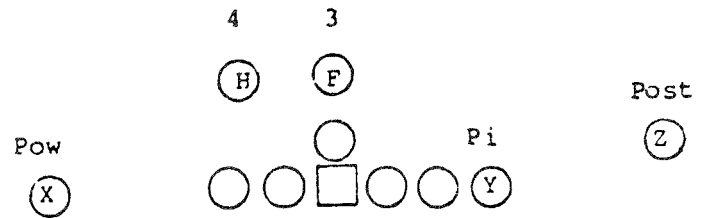


OFFENSIVE FORMATIONS

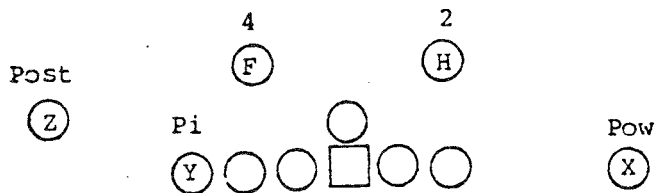
BROWN LEFT (FAR)



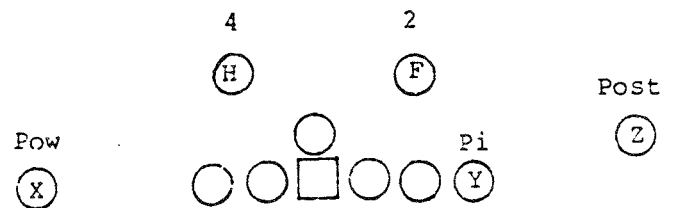
BROWN RIGHT (FAR)



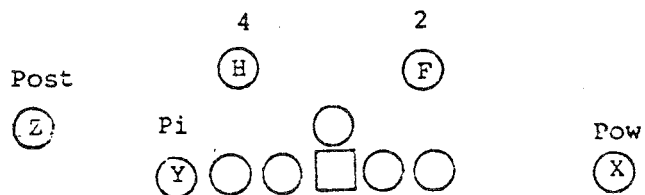
RED LEFT (SPLIT)



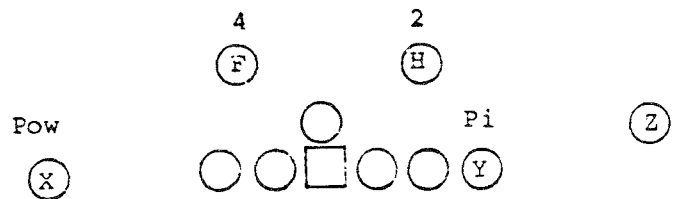
RED RIGHT (SPLIT)



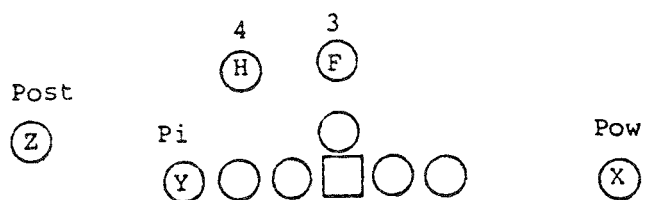
GREEN LEFT (HALF)



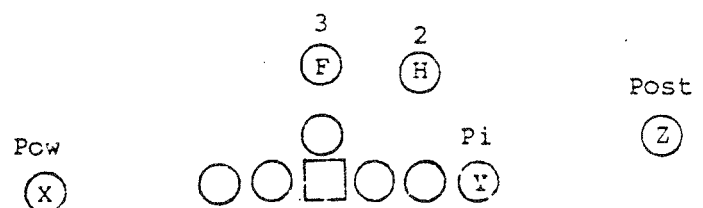
GREEN RIGHT (HALF)



BLUE LEFT (NEAR)

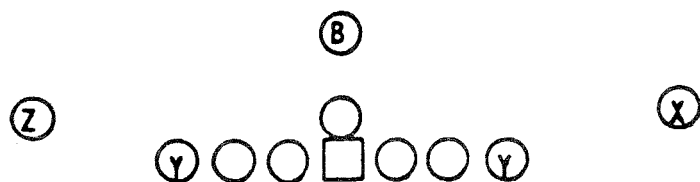


BLUE RIGHT (NEAR)

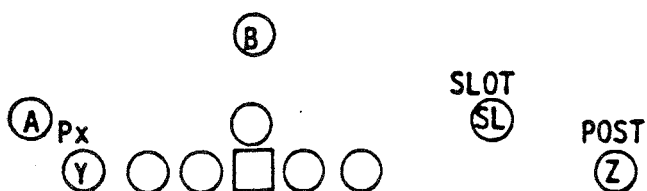


OFFENSIVE FORMATIONS

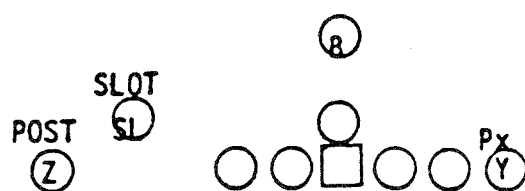
PEPPER LEFT



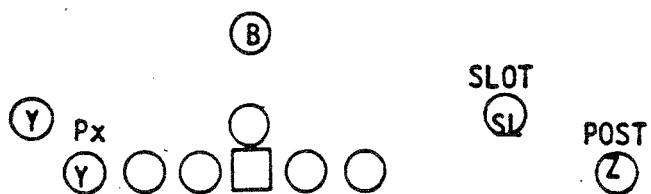
SLOT RIGHT WING - REGULAR PERSONNEL



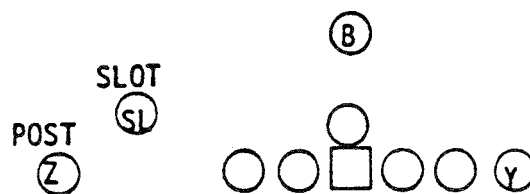
SLOT LEFT WIDE - REGULAR PERSONNEL



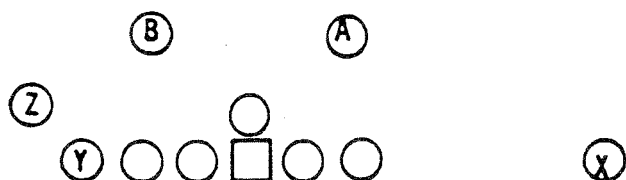
SLOT RIGHT WING 2 PI



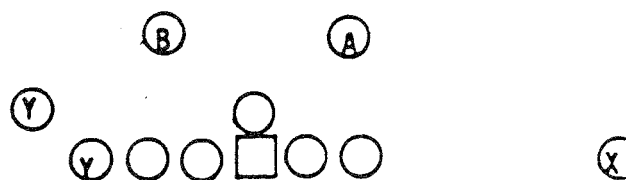
SLOT LEFT WIDE 2 PI



RED LEFT WING

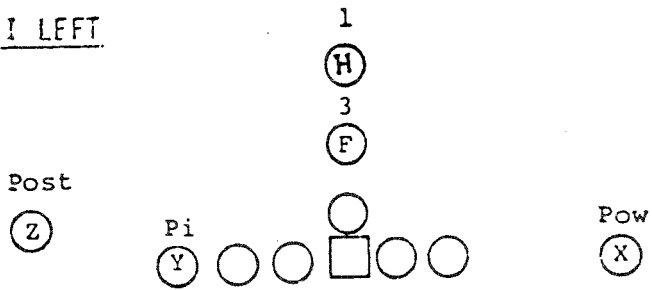


RED LEFT WING 2 PI

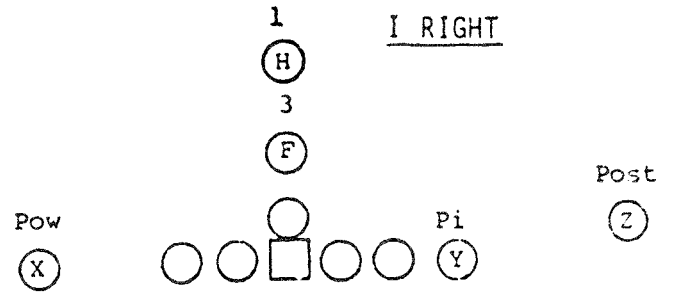


OFFENSIVE FORMATIONS

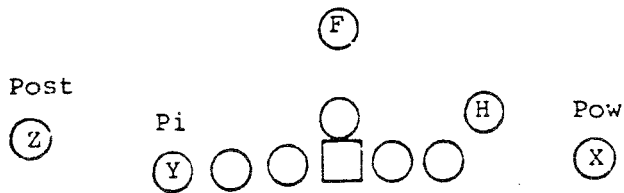
I LEFT



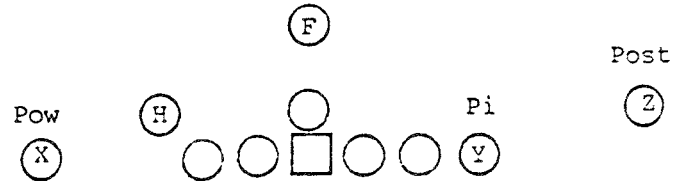
I RIGHT



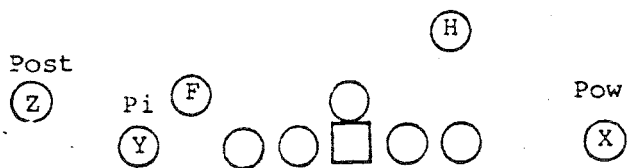
ACE LEFT



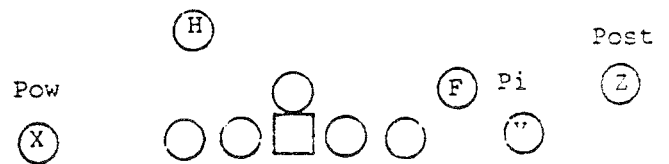
ACE RIGHT



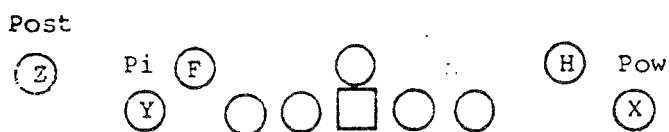
THREE LEFT



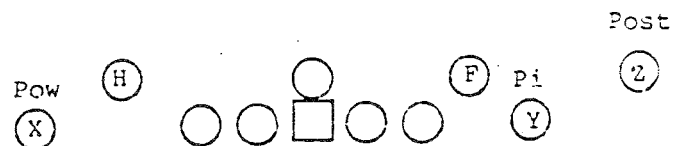
THREE RIGHT



THREE LEFT - TWO RIGHT

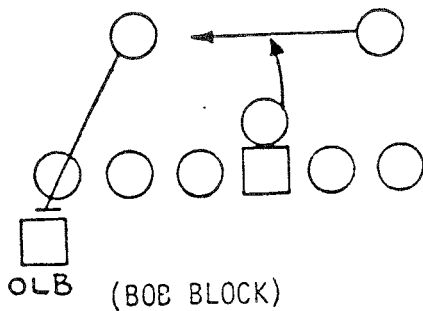


THREE RIGHT - TWO LEFT

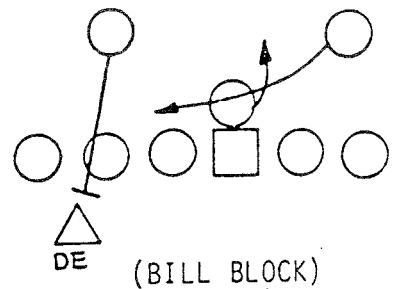


OFFENSIVE PLAY SERIES (QB HAND OFF AND DACKS BLOCK)

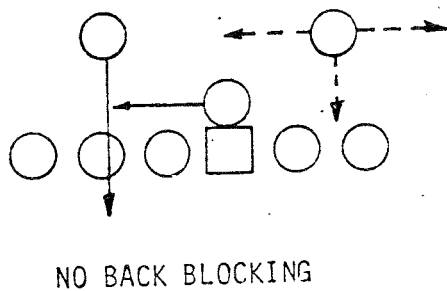
FLOW SERIES



UNDER SERIES

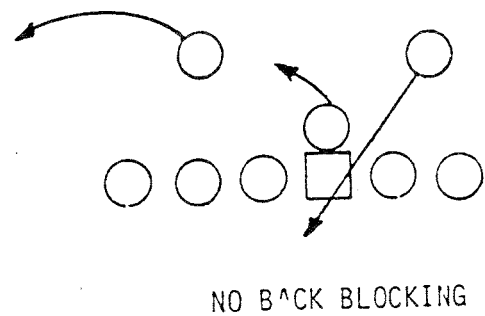


DIVE SERIES

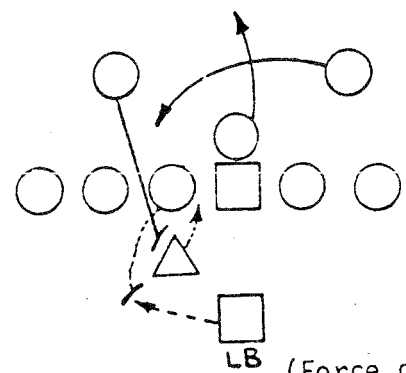


TOSS SERIES

(Ball carrier from 2 or 4 spot)



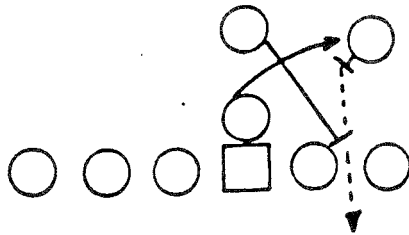
(FLOW) LEAD SERIES



NOTE: May ---Wham Dudad Block

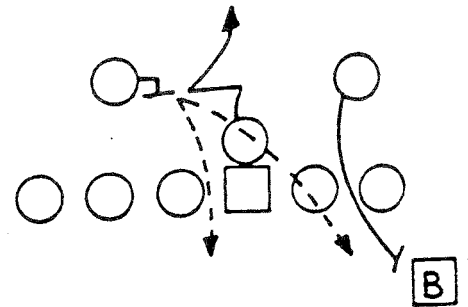
PLAY SERIES (Continued)

LAG SERIES



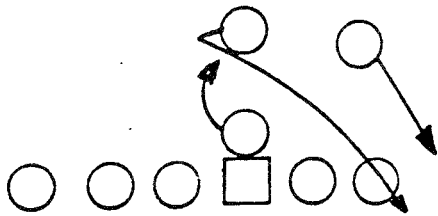
(FB blocks area backside)

LEAD DRAW SERIES



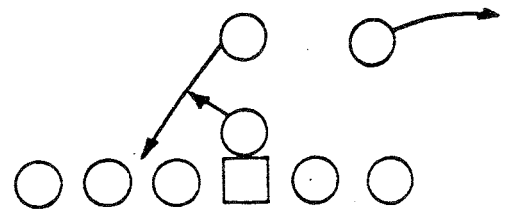
(Lead Bloc

SLANT - STUTTER SERIES

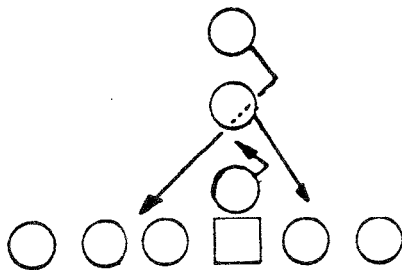


Double Stutter (both backs fake)

34 B.O.

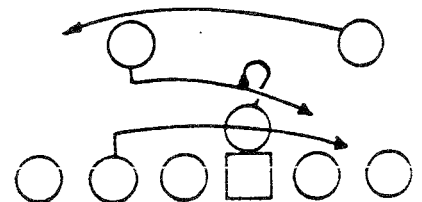


COUNTER SERIES



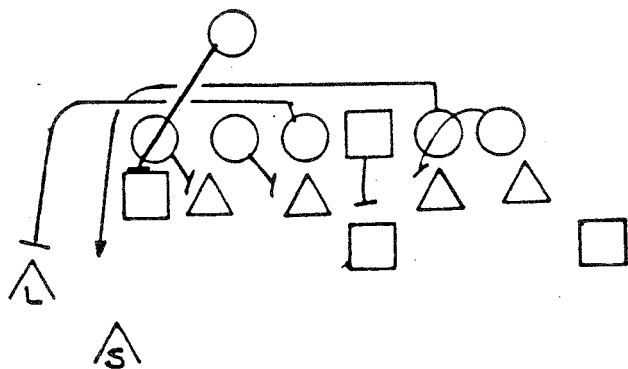
Backs Opposite

COUNTER MT.

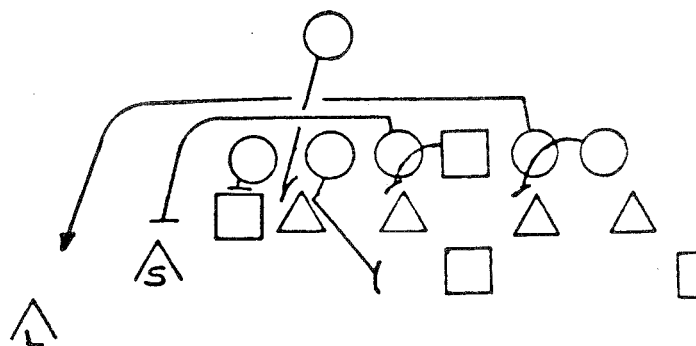


BLOCKING SCHEMES (Continued)

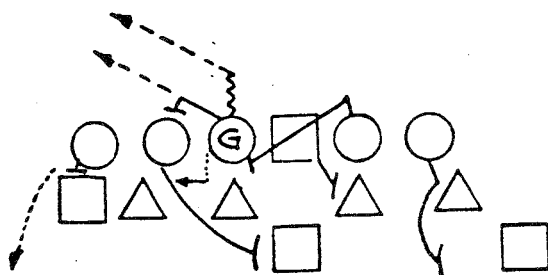
FLOW 8 (BOB -ODD -O - CUT OFF)



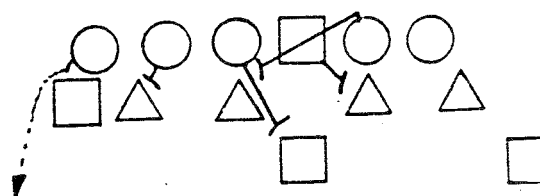
FLOW 8 (BILL -M -EVEN -O -CUT OFF)



CLUB (O - EVEN) TRAP BLOCKING



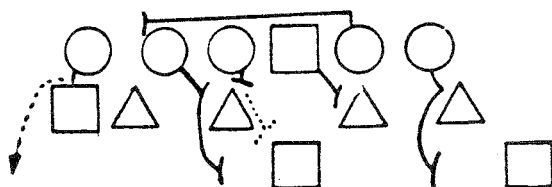
ACE (O - ODD) TRAP BLOCKING



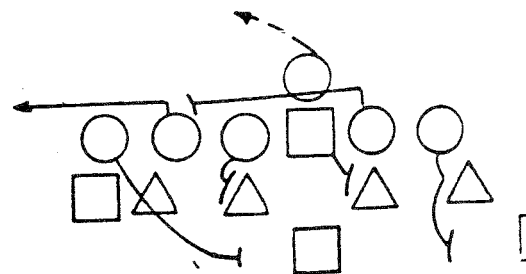
NOTE: Tackle Trap is Same (Tackle Does the Trapping).

4 TRAP (DUDAD) BLOCKING

---- Odd Blocking



TOSS 4 TRAP BLOCKING

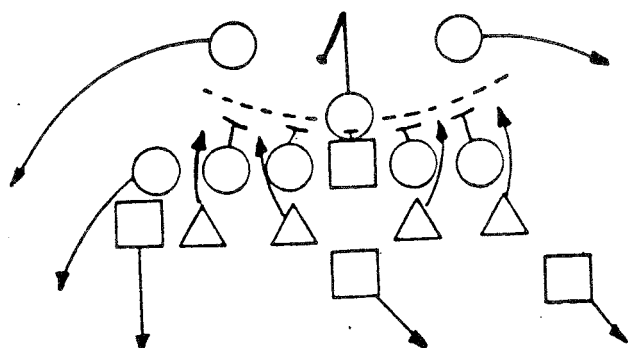


NOTE: Tackle Trap Same (Tackle Does Trapping).

PASS PROTECTION

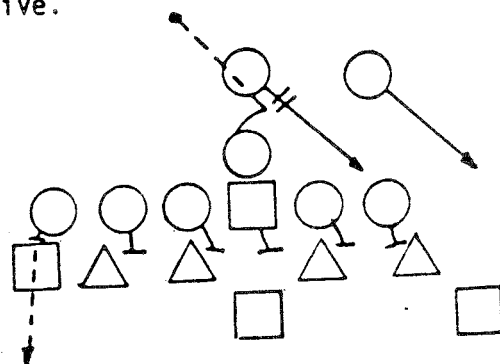
POCKET PROTECTION

Offensive line will set for pass.



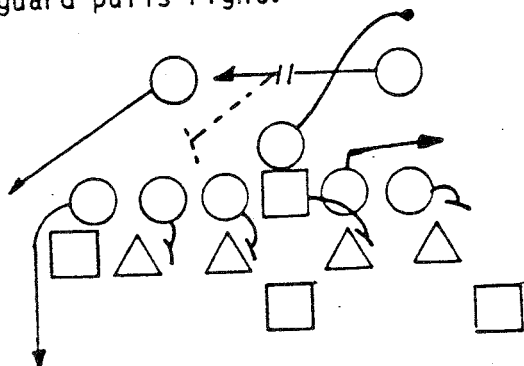
PLAY PASS PROTECTION

QB will fake run and line will block aggressive.



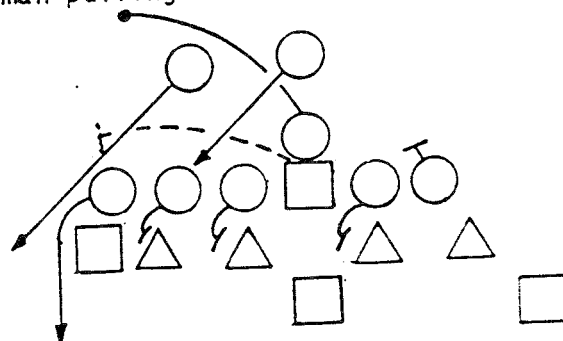
WAGGLE ACTION (RIGHT)

QB goes opposite of backs and off guard pulls right.



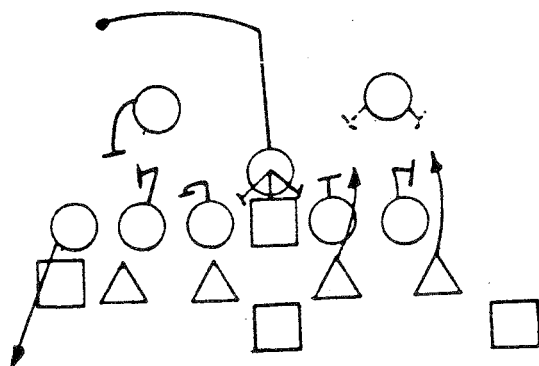
ROLLOUT ACTION (LEFT) (Q-8)

QB rolls out to backs with uncovered lineman pulling.

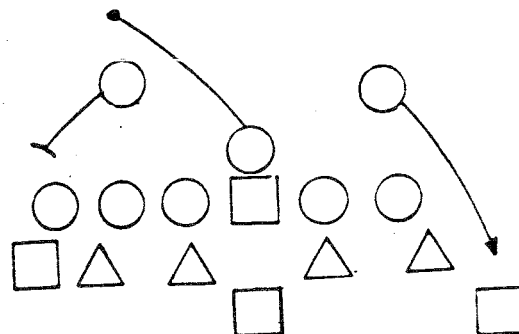


CHOP ACTION (LEFT)

QB drops back in pocket, then sets up Rt. or Lt and back blocks defensive end.



SPRINT ACTION



REDSKINS DEFENSIVE PHILOSOPHY

We have four basic objectives that our defense must accomplish in order for us to help the entire team to WIN

A. THE REDSKIN DEFENSE WILL BE PHYSICALLY STRONG AND WELL CONDITIONED...

We will never be beaten because our opponent is stronger or in better condition. "Fatigue makes cowards of us all"....

B. PLAY THE DEFENSE CALLED

Each defense that we have designed will stop our opponents if every man does his job. It is most important to be fundamentally sound in your individual techniques and take care of your own responsibility first before helping out elsewhere. Do not guess -- have confidence that your teammate will do his job...

C. NO BOMBS OR LONG RUNS

We must eliminate "gift" scores, as well as long runs and passes (over 20 yards)... They kill the defense. You cannot relax at any time or in any situation. Eleven men pursuing at the proper angle -- this is the backbone of all great defensive teams..

D. BE PHYSICAL

We want to punish our opponents and make them bleed for every yard. Force them to give up the football by aggressive gang tackling and vicious hitting. We can score by: fumbles, interceptions, or give our offense good field position. Make teams respect us by out-hitting them. They must know we are going to get after them..

GENERAL PRINCIPLES OF THE REDSKINS DEFENSIVE PLANNING

A. General Principles:

1. Changes in offensive football have necessitated great changes in the defensive tactics which must be employed to cope with the PRO offense. To a large extent, the original NAMES given to the positions on defense are no longer appropriate..
2. The DEFENSIVE FORMATIONS and names given to PLACEMENTS and ASSIGNMENTS of the DEFENSE are identified by 2-digit numbers. When the first number is EVEN (4-3), the formation will be known as an EVEN DEFENSE. When the first number is ODD (5-3), the formation will be known as an ODD DEFENSE.
3. Likewise, the TERMINOLOGY used by the defense to identify offensive formations, positions of players and movements of players is different than that used heretofore. The terminology to be used by us in the 1981 season will be different than that used in the past and will give us greater flexibility..
4. The defense must be able to RECOGNIZE AND IDENTIFY INSTANTLY what formations and maneuvers the offense is using. Then the defensive players must be able to COMMUNICATE with each easily, accurately and rapidly what they observe. This ability is of the utmost importance in helping the defense to determine ahead of the snap, what plays the offense will or will not use and in coordinating the efforts of the various defensive players in meeting such plays -- runs and passes..
5. It is also important for the defense to IDENTIFY THE KEY OFFENSIVE PLAYERS AND THEIR POSITIONS, to communicate such information to each other and to adjust their defensive maneuvers to counter the abilities in order to attain adequate pass coverage and pass rush...
6. The DIFFERENCE IN OFFENSIVE BLOCKING, on passes as compared to runs, must be instantly recognized, identified at the snap and the information communicated to the various defensive players easily, and accurately in order to attain adequate pass coverage and pass rush.
7. The PULLING of offensive Guard or Tackles are offensive maneuvers particularly informative to the defense. Runs, especially traps, and passes, can be frequently recognized and identified by the pulling of offensive linemen..
8. OFFENSIVE SPACING -- Especially of the "Y" man, Near end and the spread end is very informative. The opponents most dangerous plays, runs and passes, are likely to follow. Thus, those defensive men in the best position to observe such spacing must communicate the information to the others. We will have a Captain of offensive spacing of the interior linemen...

- c. STUB (Strong Side LB) and BUCK (Weak Side LB) are the Corner Linebackers.
 - d. SHUT LINEBACKER -- Outside LB on PI side of the formation..
 - e. OPEN LINEBACKER -- Outside LB on opposite side of formation from PI.
 - f. SINGLE SAFETY , or Safety Man on a THREE-DEEP DEFENSE or the TWO SAFETIES or the Strong Safety, SAM, and Weak Safety, JILL, of a FOUR DEEP DEFENSE..
 - g. OUTSIDE Two Deepbacks (SIDEBACKS) of a four, five, or any defense having two (2) or more Deepbacks. LOU is the name assigned to the left outside back. ROSE is the name assigned to the right outside back.
19. VARIATIONS of basic defense must be used to protect against particularly dangerous offensive players..
20. In addition to the basic defense and variations, a limited number of SPECIAL DEFENSES must be available for use in the following situations:
- a. VS. UNCOMMON offensive formation and/or plays for which the basic defenses and variations are not adequate.
 - b. In the following AREA and PLAY SITUATIONS:
 - (1) Inside opponents's 10 yd line.
 - (2) Short yardage, anywhere.
 - (3) Long yardage.
 - (4) Last few seconds of each half.
 - (5) Other situations.
21. In addition to the basic defenses and variations, and special defenses, GOAL LINE DEFENSES with variations must be available for use inside our own 10 yd line, and in certain play situations, such as the opponent "coming out" of his own goal line area..
22. Offensive Linemen Downfield on Forward Pass:
- It is particularly important for all members of the defense to observe the maneuvers of the offensive interior linemen on every snap. When any one or more of such linemen advance across the line of scrimmage before a forward pass is thrown, it is a foul (unless such linemen only advance whatever distance the officials consider incidental to their charge). NO LEGAL FORWARD PASS CAN BE THROWN WHEN OFFENSIVE LINEMEN ARE DOWNFIELD ILLEGALLY. Only running plays are legal when this occurs. When no offensive linemen advance across the line, usually a forward pass will be thrown. This is not always true, because most offenses have plays in which their players simulate pass maneuvers, including pass blocking by backs as well as by linemen who do not cross the L.O.S. Some of the plays in this category are: DRAWS, SCREENS, STATUES, and all FAKE PASS and RUN plays.. When a lineman is "illegally downfield", grab him and hold him and notify the official. We have won games in the past with this type of alertness. The LINEBACKERS are usually in the best position to point out this illegal procedure....

C. ADDITIONAL TERMINOLOGY

Terminology (some of which, as indicated, applies to the offense's areas, personnel and positions, and some of which applies to the defense's areas, personnel and spots):

1. ONside -- the side of the offensive or defensive team towards which a run goes.
2. FULLBACK, HALFBACK, TAILBACK, QUARTERBACK, LEFT TACKLE, LEFT GUARD, CENTER, RIGHT TACKLE, AND RIGHT GUARD are used by both the defense and the offense to refer to those offensive players respectively, but these terms are never used to refer to any defensive men by the defense.
3. WINGBACK -- is the name of the player behind an offensive line occupying a position 1-3 yards back and not more than 4 yards outside the normal end of his side.
4. LINK -- Corner linebacker on the defensive left ... opposite the offense's right on his regular spot.
5. RIP -- Corner linebacker on the defensive right ... opposite the offense's left in his regular spot.
6. STUNTING LINE -- Is the name of the maneuver where two or more defensive linemen charge toward at an angle, one man over in parallel directions.
7. SHIFTING LINE -- is the name of the maneuver where two or more defensive linemen move laterally by a slide maneuver executed quickly and smartly, both in the same direction, and then charge according to the defense called by the general.
8. SHUT & OPEN LINEBACKERS:
Shut - Outside LB on PI side of formation
Open - Outside LB on opposite side of formation of PI
9. PO -- Offensive PLAYER OUT (SPREAD END) ... man deployed wide on either side, on or off the line.
10. PI -- PLAYER INSIDE ("Y") on the side of the offensive formation having an outside man farther out - PO. The PI is on the line when the PO is off the line, and is off the line when the PO is on the line.
11. Y -- PI on the line.
12. SLOT -- Both "X" & "Z" now on same side of formation with one slotted off LOS.

34. 3-POINT STANCE -- SQUARE / SLIGHTLY STAGGERED /
RACING STAGGER:

Square - One hand on ground...feet parallel to toe
to instep...balanced weight.

Slightly Staggered - Same, but feet toe to heel.

Racing Stagger - Knee to foot stagger (sprinter's
stagger)...weight forward.

35. TAKE OFF -- Lineman's hand should be off the ground
1/5 of a second after the ball clears the ground--hand
should move forward or in direction of charge (not up).

36. PURSUIT -- In line thru head of blockers downfield--
never around blocker...move laterally keeping shoulders
parallel to line--do not cross feet! When pursuit
extends to cutback area, turn and run at interception
angle.

37. LATE PURSUIT -- Responsibility for reverses and QB
bootlegs. If none shows, get in proper pursuit angles.

38. LEVERAGE -- First rushman in pursuit, inside out, inside
force for cutbacks.

39. QUICK CHASE -- Only if not immediately blocked. If
blocked, chase upfield deep as the ball and look for
the cutback (pursuit).

40. LATE CHASE -- Check for and are responsible for bootlegs;
reverses and screens, back away from flow (late pursuit).

41. OFF SET -- Any time we have any rushman in a shoulder
position.

42. TRAP -- Being blocked by a pulling lineman or back from
the inside (use "stuff" technique).

43. BLUFF -- Being influenced by "A" or "B" back from the
inside to the outside, usually to set up a trap.

44. SUCKER -- Being influenced by pulling lineman and fake
block by center, usually on I rushman.

45. GAP -- A charge technique used by the rushmen (I Men
gap charge--SY, TT gap charge).

F. TERMINOLOGY AND ABBREVIATIONS USED PARTICULARLY BY THE DEFENSE AND APPLYING ONLY TO THE DEFENSE.

(1) FORMATIONS:

- 3-DEEP DEFENSE - Backfield defensive formations having three (3) deep men.
- 4-DEEP DEFENSE - Defensive formation having four (4) deep men.
- BASIC DEFENSE - Any one of the 40, 43, 44, 50, 51, 53, 45, 56, 57, 34, 80 quarter defenses.

(2) PLAYER AND SPOTS:

MO -- Inside BU on 34 defense on side away from "Y".

MICKEY -- The name of defense in which MAC is at the middle guard spot on the line and charges across the line on snap.

INSIDE LINEBACKERS -- The two (2) linebackers who play behind the line, but inside, O-Men spots in defenses that usually, but not always, employ two (2) linebackers.

JAMMER -- Usually a linebacker, but can be any player, playing head-on or within touching distance of any eligible receiver who OBSTRUCTS such RECEIVER in any legal way possible, on the line or as soon as possible after such receiver has crossed LOS.

SAM (STRONG SAFETY) -- Back in a 3- or 4-DEEP DEFENSE who has moved over to strongside to cover PI or the end where the sideback has moved wide to cover an offensive man in motion wide.

DOG -- Any linebacker, i.e., LINK, MAC, RIP, who rushes the passer as his primary responsibility.

(3) MANEUVERS:

OVER-SHIFT -- Spotting some of the RUSHMEN 1/2 yard to 1-1/2 yards one way or the other from their normal spots, before snap. 54/56 are good examples of over-shifted defenses.

JAM -- Any type of OBSTRUCTION executed by any defensive player on the line or just behind the defensive LOS, or of an offensive player attempting to cross the LOS in a pass pattern.

STICK -- A maneuver which applies to STUB, MAC, OR BUCK, whereby the pass defenders called STICKS like glue to the receiver all over the field, receiving help from a deepback. Primarily used vs. an ACE formation.

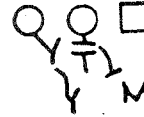
MAC HOLD -- A term used solely for MAC which takes away all of his pass coverage responsibilities. It allows him to play the run (screens & draws) tougher.

- (d) SLOT -- Spread end on strongside is off the LOS and another receiver (PO or Y) is outside of him and on the LOS.
 - (e) SWITCH -- "Y" and "Z" exchange positions.
 - (f) CHANGE -- When a back and receiver have changed positions.
- (12) 3-LEFT & 3-RIGHT -- When three (3) eligible receivers are placed on the strongside of a formation, these receivers all being positioned outside the offensive tackle and one positioned on the LOS. It may be a left or right formation, referred to as "TRIPS" by our offense.
 - (13) DOUBLE CLOSE FORMATION -- Formation employing a TREY backfield and the two (2) ends in NEAR position.
 - (14) STRONGSIDE -- Side of the formation having two (2) of the three (3) regular receivers (coverage reference).
 - (15) WEAKSIDE -- Side away from the strongside (coverage reference)
 - (16) ADDITIONAL IDENTIFICATION SYMBOLS for offensive pass receivers:
 - a. PO on defensive left -- Z, X, POST, POW, LOG, SLOT
 - b. PI on defensive left -- Y, PIX
 - c. PI on defensive right -- Y, PIX
 - d. PO on defensive right -- X, Z, POW, POST, ROC, SLOT
 - e. #1 -- TB in I
 - f. #2 -- Right Back
 - g. #3 -- Fullback
 - h. #4 -- Left Back
 - i. "H" -- A specific back, regardless of where he lines up.
 - j. "F" -- A specific back, regardless of where he lines up.
 - k. "A" -- Back to weakside of formation.
 - l. "B" -- Back to strongside of formation.
 - m. SLOT -- Inside receiver on strongside, on or off LOS.
 - (17) "LION" CALL -- Used by all defensive players to indicate the "Y" is aligned on the left from the huddle.
 - (18) "RAIDER" CALL -- Used by all defensive players to indicate the "Y" is aligned on the right from the huddle.

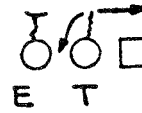
9. X BLOCKING -- A cross block by offense to get angles.



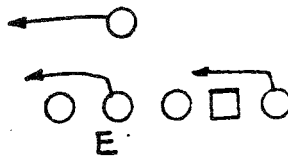
10. DOUBLE TEAM BLOCK (POWER OR TAG) -- Two offensive linemen blocking you back (one may slip off to Linebacker).



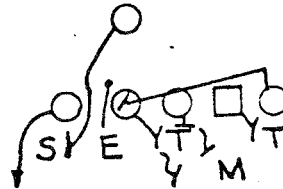
11. INFLUENCE BLOCKING -- Offensive lineman in front of you pulling or setting to pass or faking a block.



12. BACK INFLUENCE ACTION -- Offensive Back faking a toss - counter or stutter action.



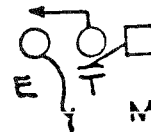
13. BLUFF ACTION -- Offensive Back faking a "Bill" or "Bob" block.



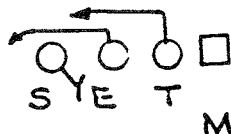
14. ODD 8-9 BLOCKING -- Center on Mac, Guard pulls and Offensive Tackle blocks down.



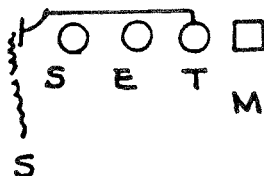
15. EVEN 8-9 BLOCKING -- Center reach blocks onside Defensive Tackle, Guard pulls and the Offensive Tackle blocks Mac.



16. G - T BLOCKING -- Tight End down blocks on our Defensive End and the onside Guard and Tackle both pull to lead block.



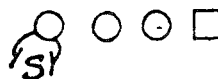
6. KICK OUT BLOCKING -- Back, End, or pulling lineman blocking the force man inside out.



7. BULL BLOCK -- Back, End, or pulling lineman keeping feet and trying to run over Deek bull style.
8. ROLL BLOCKING -- Back, End or pulling Lineman rolling thru the Deek's legs.
9. UP INFLUENCE -- X, Z or Slot running an "Up" pattern to get out of the area (man).
10. CROSSFIELD BLOCKING -- Offside lineman releasing downfield and blocking onside Deeks -- usually offside Tackle, Guard, or "Y".

BLOCKS AND MANEUVERS VS. THE BACKERS

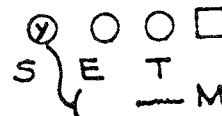
1. "M" BLOCK -- Straight block on "Stub" or "Buck" by "Y" or Pix (Backers - don't get hooked!)



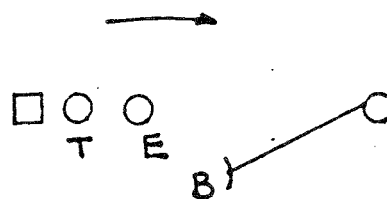
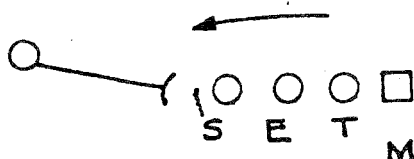
2. SLOW BLOCK -- Tight End pass blocks end man on the L.O.S. (area type protection).



3. PASS OVER BLOCK -- Tight End will release and block "Mac" or nearest Linebacker inside.



4. CRACK BACK -- "X", "Z" or Slot End cracks in on Stub or Buck with play going wide.



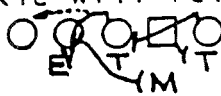
13. "HUNCH" BLOCK -- Lead Back helps double on Defensive Lineman.



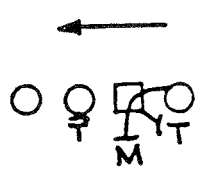
14. ACE BLOCK -- Term used to describe short trap S- onside Guard blocking down or inside on "Mac".



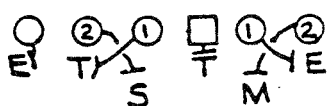
15. CLUB BLOCK -- Onside Offensive Tackle will release and block Mac.



16. FOLD BLOCK -- Center blocks backside and offside Guard pulls up and thru on Mac.



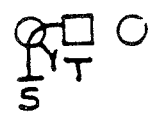
17. "GUT" BLOCK -- Tackle pulling up and thru for inside Linebacker and Guard blocking out. Double "Gut" is both Tackles.



18. HORN BLOCK -- Onside Guard goes thru or around for inside Linebacker (53).



19. WIPE BLOCK -- Offensive Guard blocks down on Nose, Center folds around for Linebacker.



BLOCKS AND MANEUVERS VS. "O" MEN (OUTSIDE MEN)

1. "M" OR STRAIGHT BLOCKING -- Offensive Tackle will block "O" man by using a drive, hook, turn, influence, fire or cut blocking technique (cannot be hooked unless on an inside charge).

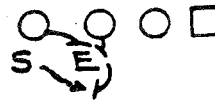
9. INFLUENCE BLOCKS -- Onside Tackle will pull to outside to influence you ("O" man, if on Tight End side, check for trap before pursuit and if on "X" side, pursue with pulling Tackle. This will also be game planned).



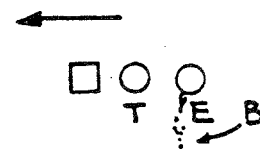
10. HORN BLOCK -- Guard goes thru or around for inside Linebacker (53)



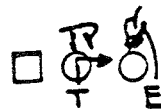
11. SCOOP BLOCK -- Offside Tackle and "Y" or Pix End doubling "O" man with Tackle coming off for Linebacker and End pulling and cutting you off.



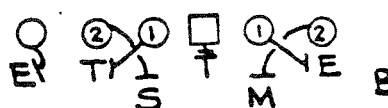
12. SIFT BLOCK -- Offside Offensive Tackle will block the End or Linebacker (whichever is most dangerous to play -- shed properly, and get into pursuit).



13. DRAW BLOCK -- Offensive Tackle will drop back, pass block and then turn you to outside aggressively (react to block and squeeze down the hole).



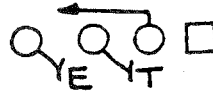
14. "GUT" BLOCK -- Guard driving out on "O" man with Tackle pulling up and thru for inside Linebacker.



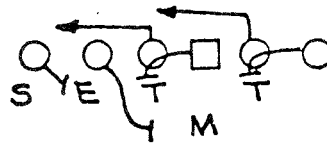
BLOCKS AND MANEUVERS VS. THE "I" MEN (INSIDE)

1. "M" OR STRAIGHT BLOCKING -- Offensive Guard will block our "I" man by using a drive, hook influence, fire or cut blocking technique (don't be hooked).

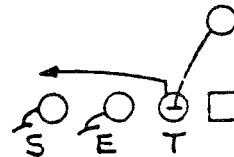
9. ODD BLOCK (Down or Angle) -- Onside Offensive Tackle will down block on "I" man and the Guard will pull outside ("I" man defeat across the Tackle's head or upfield if he misses).



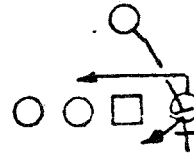
10. EVEN BLOCK (8-9 Holes) -- Offensive Tackle goes thru for Mac and the Offensive Guard pulls onside and the Center reach blocks on "O" man ("I" man cannot ever be hooked by a Center).



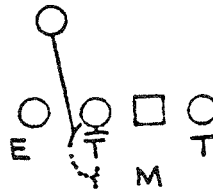
11. "RIP" BLOCK (8-9 Holes) -- Guard will pull outside and the Fullback will block on you by cutting low ("I" man, use bounce out or jump over technique).



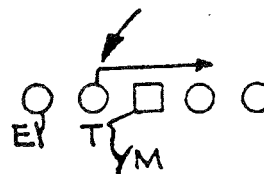
12. "P" OR PLUNGE BLOCK -- Fullback attacks the offside "I" man and the "O" Guard pulls onside ("I" man, shed block by bounce out technique and get into pursuit).



13. LEAD BLOCK & HUNCH BLOCK -- Near Back will be leading on you (Hunch) or Mac on lead, and end up on you in some defenses. Guard will be drive blocking also ("I" man, hold ground by getting low).



14. SUCKER BLOCK -- Onside Guard pulls to offside and Center will fake check block on you. No one will block you ("I" man must have reactions and stay at home until he knows where ball is going).



21. CLUB TRAP -- Onside Guard pulls outside and blocks out on our "O" man. The onside Tackle blocks "Mac", Center blocks back and the Offensive "O" Guard traps ("I" man, stuff trap).



22. DRAW BLOCK -- Guard will show pass pro, then aggressively block you in or out ("I" man, react to pressure of block).



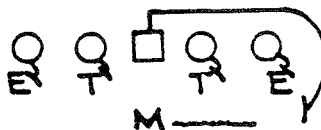
23. CHECK BACK BLOCK -- Fast angle block by Center first.



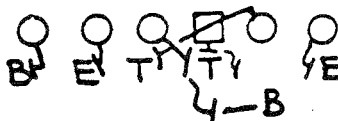
24. CHOKE BLOCK -- Delayed angle block by Center - Check "Mac" first.



25. "C" BLOCK -- Center pulls and lead blocks at P.O.A.



26. SLOF BLOCK -- (Odd Fronts) -- Onside Guard teamwork on Nose Tackle, and "O" Guard pulls to lead or trap.



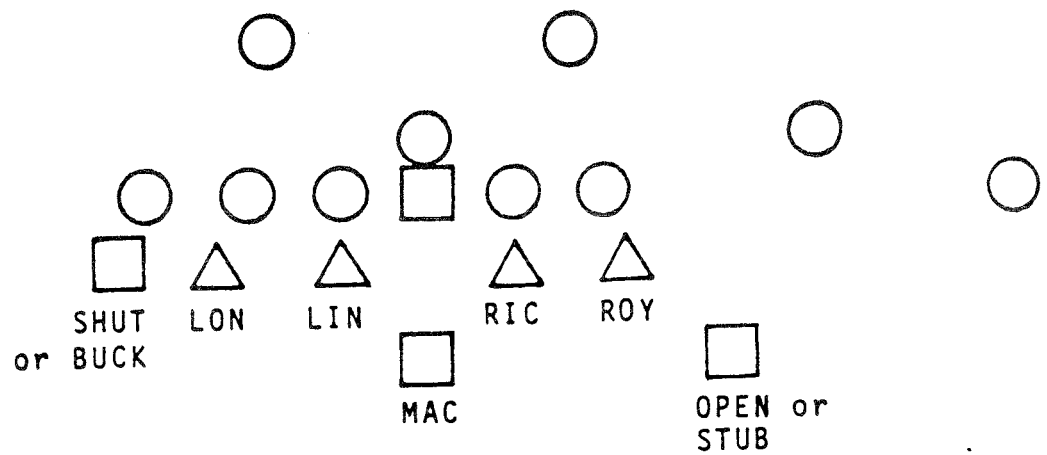
DEFENSIVE SIGNAL CALLING

1. 43 --- Designates the alignment of the Rushmen and the Linebackers.
2. JET --- Designates the line charge for the Rushmen.
3. KEY --- Designates the type of pass coverage by the Secondary.

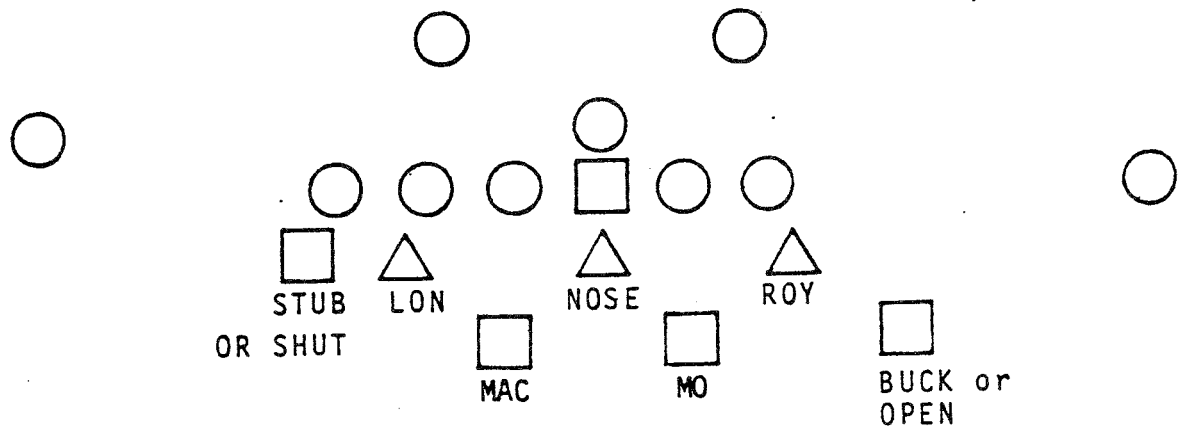
PRE-SNAP PROCEDURE

1. Tight End side must be called --- "Lion" or "Raider".
2. Two receiver side must be called -- "Strong Left" or "Strong Right".
3. Deeks MUST call force.

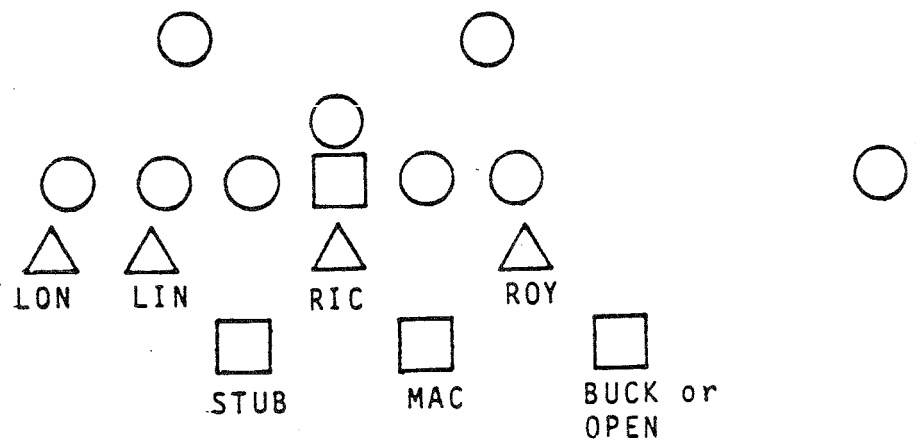
4-3 vs. Slot



3-4



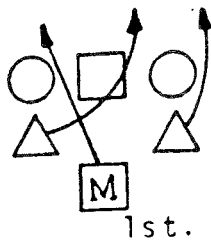
5-3



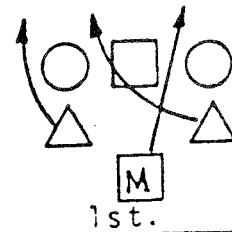
RUSHMEN AND BU'S

MAC AND "I" MEN

43 Skeezi Lin

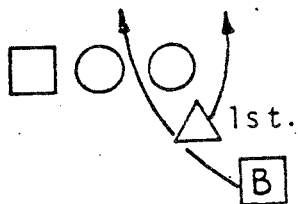


43 Skeezi Ric

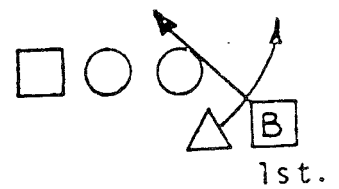


BUCK AND "O" MEN

Ox - (Open)

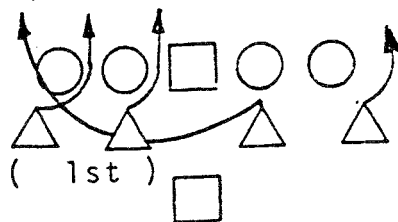


Ox Change (Open)

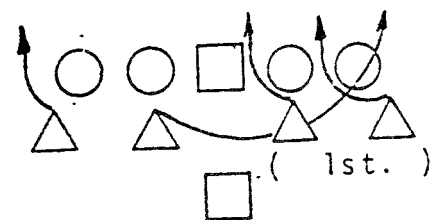


"I" MEN AND "O" MEN

Iso Ric



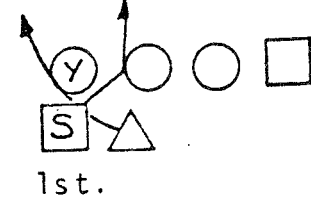
Iso Lin



STUB AND "O" MEN

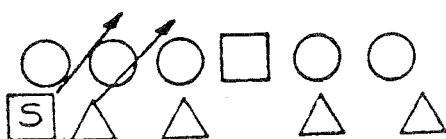
STUB I = SINGLE DOG

Sox Change

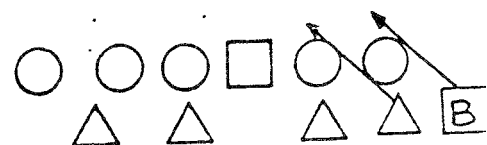


BU'S AND "O" MEN

Stub I Indian

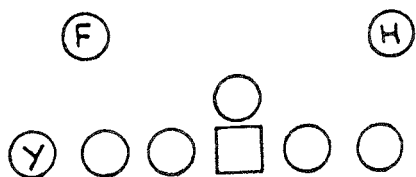


Buck I Indian

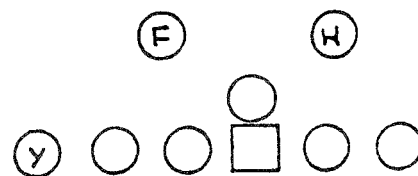


OFFENSIVE TIPS

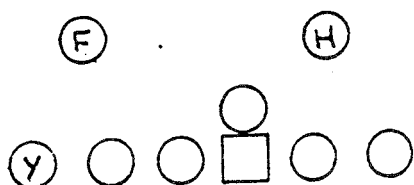
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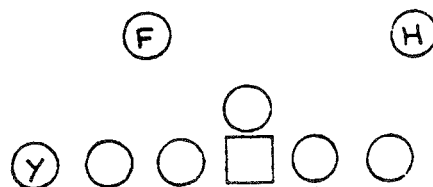
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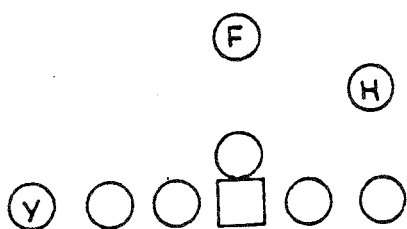
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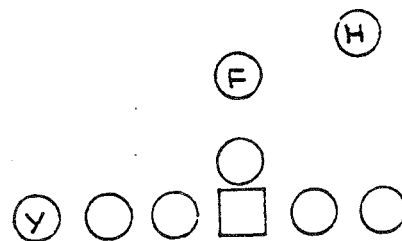
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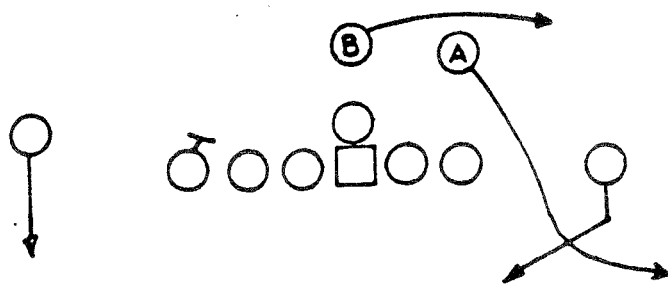


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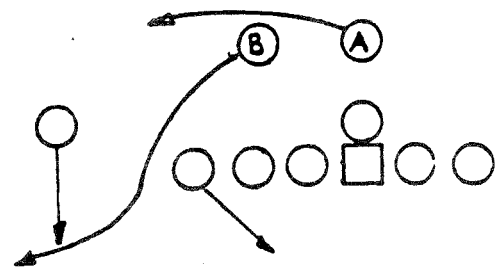
FLARE CONTROL

58



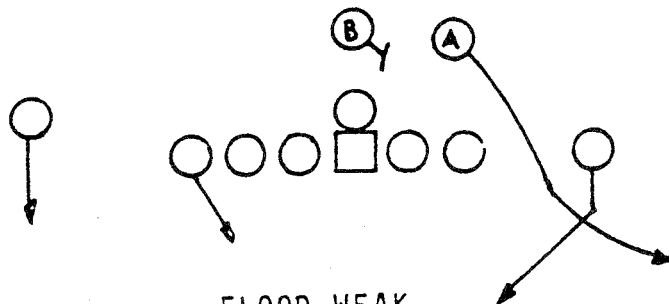
FLOOD WEAK

58 S



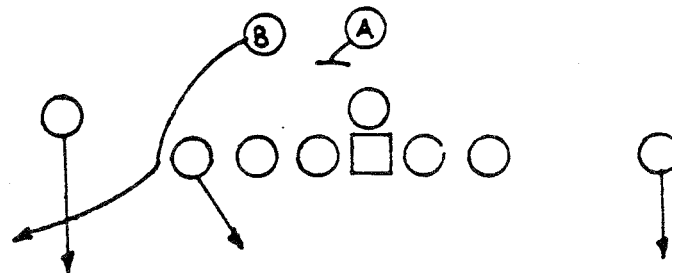
FLOOD STRONG

58 B



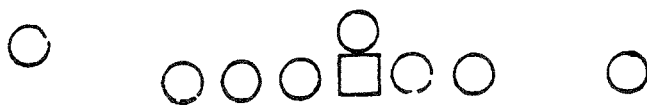
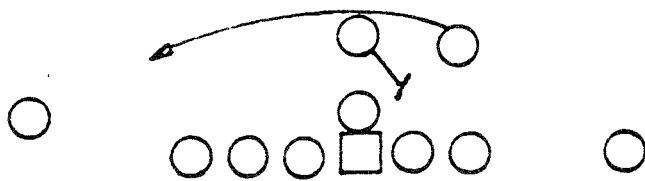
FLOOD WEAK
(FB Blocking)

58 S-B



FLOOD STRONG
(FB Blocking)

73 SWAP



DEFENSIVE GOALS

In 1987, the Redskin defense finished in the top four teams in the NFC in six categories that we feel are very important.

We would like to be in the top four in seven or more of these categories..

CHAMPIONSHIPS ARE BUILT ON GREAT DEFENSES

OUR GOAL IN 1988 IS TO WIN THE DIVISION, CONFERENCE, AND SUPER BOWL.....

1. INTERCEPT A MINIMUM OF 28 PASSES IN 16 GAMES

1987 NFL Leader - New Orleans - 30 Interceptions
1987 Redskins - 23 - Ranked 4th (T) in NFC

2. RETURN THESE INTERCEPTIONS - A TOTAL OF 350 YARDS

1987 NFL Leader - Redskins - 329 Yards

3. FORCE OPPONENTS TO FUMBLE A MINIMUM OF 40 TIMES

1987 NFL Leader - Indianapolis - 43 Fumbles
1987 Redskins - 22 - Ranked 13th in NFC

4. RECOVER 20 OF THESE FORCED FUMBLES

1987 NFL Leader - Philadelphia - 27 (Including Sp Tms)
1987 Redskins - 11 - Ranked 11th (T) in NFC

5. SACK OPPOSING QB A MINIMUM OF 48 TIMES

1987 NFL Leader - Chicago - 70 Sacks
1987 Redskins - 53 - Ranked 4th in NFL

6. KEEP OPPOSING QB'S COMPLETION PERCENTAGE BELOW 52%

1987 NFL Leader - San Francisco - 48%
1987 Redskins - 52.4% - Ranked 4th in NFC

7. KEEP OPPONENTS' PASSING AVERAGE PER ATTEMPT TO A MAXIMUM OF 6.0 YDS

1987 NFL Leader - Chicago - 4.86 yards.
1987 Redskins - 5.76 yards - Ranked 6th in NFC

8. ALLOW NO MORE THAN 16 TOUCHDOWN PASSES FOR THE SEASON

1987 NFL Leader - San Francisco - 13
1987 Redskins - 19 - Ranked 4th in NFC

9. KEEP OPPONENTS' RUSHING AVERAGE PER ATTEMPT TO A MAXIMUM OF 3.8 YDS

1987 NFL Leader - Chicago - 3.4 yards
1987 Redskins - 3.81 yards - Ranked 6th in NFC

10. KEEP OPPONENTS' TOTAL NET YARDS GAINED (RUSHING & PASSING) BELOW 4800 YARDS FOR THE SEASON.

1987 NFL Leader - San Francisco - 4095 yards
1987 Redskins - 5022 - Ranked 8th in NFC

11. SCORE ON DEFENSE AT LEAST FOUR TIMES

1987 NFL Leader - Pittsburgh/L.A. Rams - 7 times
1987 Redskins - 2 - Ranked 7th (T) in NFC

12. THIRD DOWN EFFICIENCY GOAL OF 35%

1987 NFL Leader - San Francisco - 28.9%
1987 Redskins - 33.6% - Ranked 5th in NFC

13. LAST, AND MOST IMPORTANT, KEEP OPPONENTS' TOTAL POINTS BELOW 280 FOR THE SEASON

1987 NFL Leader - San Francisco - 253 points
1987 Redskins - 285 points - Ranked 4th in NFC

INDIVIDUAL LEADERS

(1987 REGULAR SEASON)

TACKLES *

Alvin Walton	99	(8)
Todd Bowles	72	(2)
Mel Kaufman	70	(3)
Monte Coleman	68	(5)
Neal Olkewicz	50	(1)
Barry Wilburn	43	
Darryl Grant	40	(8)
Darrell Green	38	(2)
Charles Mann	38	(6)
Dave Butz	33	(4)
Kurt Gouveia	20	
Dexter Manley	19	(5)
Markus Koch	10	(1)
Dennis Woodberry	10	#
Steve Gage	9	#
Dean Hamel	7	(2)
Brian Davis	4	
Ravin Caldwell	2	
Steve Hamilton	2	(1)
Clarence Vaughn	1	

ASSISTED TACKLES

Alvin Walton	46
Todd Bowles	36
Monte Coleman	34
Mel Kaufman	33
Charles Mann	32
Neal Olkewicz	29
Darryl Grant	24
Barry Wilburn	24
Dave Butz	14
Dexter Manley	11
Darrell Green	10
Markus Koch	8
Kurt Gouveia	7
Dennis Woodberry	6 #
Ravin Caldwell	2
Steve Gage	2 #
Brian Davis	1
Dean Hamel	1
Steve Hamilton	1
Clarence Vaughn	1

* = Does Not Incl Sacks

= Incl Replacement Games

() = Behind L.O.S.

= Incl Replacement Games

SACKS

Charles Mann	10
Dexter Manley	8 1/3
Monte Coleman	4 1/3
Dave Butz	3
Alvin Walton	3
Mel Kaufman	2
Markus Koch	2
Neal Olkewicz	2
Darryl Grant	1 1/3
Steve Hamilton	1

INTERCEPTIONS

Barry Wilburn	9
Todd Bowles	4
Darrell Green	3
Alvin Walton	3
Monte Coleman	2
Steve Gage	1

FORCED FUMBLES

Alvin Walton	2
Dave Butz	1
Monte Coleman	1
Charles Mann	1

RECOVERED FUMBLES

Todd Bowles	1
Brian Davis	1
Darryl Grant	1
Darrell Green	1
Alvin Walton	1

PASS DEFLECTIONS

Barry Wilburn	11
Darrell Green	10
Mel Kaufman	5
Dennis Woodberry	5
Todd Bowles	4
Dave Butz	4
Neal Olkewicz	3
Alvin Walton	3
Steve Gage	1
Kurt Gouveia	1

QB HURRIES

Charles Mann	21
Dexter Manley	17
Dave Butz	12
Monte Coleman	8
Darryl Grant	8
Steve Hamilton	3
Mel Kaufman	3
Alvin Walton	3
Markus Koch	2
Neal Olkewicz	1

MISSED TACKLES

Alvin Walton	20
Todd Bowles	16
Monte Coleman	12
Darrell Green	12
Mel Kaufman	10
Barry Wilburn	7
Charles Mann	6
Neal Olkewicz	5
Dave Butz	3
Kurt Gouveia	3
Dexter Manley	3
Dennis Woodberry	3
Darryl Grant	2
Brian Davis	1
Clarence Vaughn	1

OFFENSE	1983	1984	1985	1986	1987
TOTAL POINTS:	541	426	297	368	379
TD RUN	30	20	20	23	18
TD PASS	29	24	13	22	27
TD RET/REC *	4	7	0	1	2
SAFETIES	1	0	1	0	0
F.G.	33	24	22	18	18
P.A.T.	62	48	31	38	43
FIRST DOWNS:	353	339	319	312	301
RUSHING	165	154	147	112	119
PASSING	173	164	157	177	153
PENALTY	15	21	15	23	29
TOTAL YARDS:	6139	5350	5338	5601	5597
RUSHING	2625	2274	2523	1732	2102
PASSING	3514	3076	2815	3869	3495
AVE/GAME - RUN	164.1	142.1	157.7	108.3	140.1
AVE/GAME - PASS	219.6	192.3	175.9	244.8	233.0
TOTAL PLAYS:	1127	1121	1135	1044	1005
RUN	627	588	571	474	500
PASS (INCL SACKS)	500	533	564	570	505
RUNNING:					
ATT.	627	588	571	474	500
AVE/RUSH	4.19	3.87	4.42	3.65	4.20
PASSING:					
ATT. (NOT INCL SACKS)	463	485	512	542	478
COMP.	278	286	280	276	247
% COMP.	60.0	59.0	54.7	50.9	51.7
INT'C	11	13	21	22	18
INT'C FOR T.D.	0	0	2	0	1
SACK	35	48	52	28	27
SACK Y'D'G	251	341	428	240	223
AVE/ATT. (INCL SACK)	7.03	5.77	4.99	6.79	6.92
AVE/COMP.	12.64	10.76	10.05	14.89	14.15
3 RD DOWN EFF. } %	42.3	45.3	43.3	41.8	40.0
4 TH DOWN EFF. }					75.0
FUMBLES *	13	33	27	29	26
FUMBLES LOST *	7	15	19	10	19

DEFENSE	1983	1984	1985	1986	1987
TOTAL POINTS:	332	310	312	296	21
TD RUN	9	13	11	14	1
TD PASS	28	25	19	21	1
TD RET/REC *	2	1	5	0	1
SAFETIES	0	0	1	0	1
F.G.	20	13	22	17	1
P.A.T.	38	37	34	35	3
FIRST DOWNS:	290	307	244	316	25
RUSHING	76	91	94	103	10
PASSING	196	194	134	181	17
PENALTY	18	22	16	32	1
TOTAL YARDS:	5264	5361	4480	5297	50
RUSHING	1289	1589	1734	1805	16
PASSING	3975	3772	2746	3492	33
AVE/GAME - RUN	80.6	99.3	108.4	112.8	111
AVE/GAME - PASS	248.4	235.8	171.6	218.3	22
TOTAL PLAYS	969	1030	941	1046	10
RUN	349	390	424	459	4
PASS (INCL SACKS)	620	640	517	587	5
RUNNING:					
ATT.	349	390	424	459	4
AVE/RUSH	3.69	4.07	4.09	3.93	3
PASSING:					
ATT. (NOT INCL SACKS)	570	575	465	532	5
COMP.	301	318	239	302	2
% COMP.	52.8	55.3	51.4	56.8	5
INT'C	34	21	23	19	2
INT'C FOR T.D.	1	4	0	0	
SACK	51	66	52	55	5
SACK Y'D'G	402	529	378	424	4
AVE/ATT. (INCL SACK)	6.41	5.89	5.31	5.95	5
AVE/COMP.	13.2	11.86	11.49	12.97	12
3 RD DOWN EFF. } %	40.6	37.4	34.6	33.2	3
4 TH DOWN EFF. }					4
FUMBLES *	46	32	28	21	2
FUMBLES REC *	27	22	11	9	1

OFFENSE	1983	1984	1985	1986	1987
TOTAL POINTS:	1/1	2/3	9/20	4/9	3/5T
TD RUN	1/1	4/4	3/4T	1/2	3/3T
TD PASS	3T/3T	4/9	13T/26T	2T/9T	2/5T
TD RET/REC *	7T/15T	5T/10T	1/3T	13T/21T	7/17T
SAFETIES	4T/5T	6T/12T	2T/3T	5T/13T	7T/15T
F.G.	2/2	4/5T	6T/11T	8T/16T	9/18
P.A.T.	1/1	2T/4T	9T/21T	5/14	3T/7T
FIRST DOWNS:	1/3	4/6T	5/10	5/11	5/9T
RUSHING	1/1	2/2	3/3	8/11	5/9
PASSING	5/10	9/18T	9/18	4/12	9/18
PENALTY	12T/25T	5T/16T	12T/25T	7/17	4/7T
TOTAL YARDS:	2/3	5/9	6/14	3/5	2/3
RUSHING	2/3	4/4	2/2	13/17	3/7
PASSING	4/7	9/19	11/23	3/6	2/4
AVE/GAME - RUN	2/3	4/4	2/2	13/17	3/7
AVE/GAME - PASS	4/7	9/19	11/23	3/6	2/4
TOTAL PLAYS:	2/2	1T/2T	1/2	7/16	7/12T
RUN	1/1	2/2	3/3	8/14	5/9
PASS (INCL SACKS)	11/19	10/20	7/14T	6/16	10/19
RUNNING:					
ATT.	1/1	2/2	3/3	8/14	5/9
AVE/RUSH	7/12	10/17	5/5	14/22	2/5
PASSING:					
ATT. (NOT INCL SACKS)	11/19	10/20	7/14T	4/10	10/17
COMP.	9/16	9/15	6/12	7/18	8T/16T
% COMP.	4/5	5/8	9/14	12/24	11/23
INT'C	2/2T	2/2	7T/10T	8T/17T	7T/11T
INT'C FOR T.D.	1T/1T	1T/1T	9T/19T	1T/1T	6T/10T
SACK	3T/6T	7T/14T	9T/18T	5/7T	3/5T
SACK Y'D'G	3/4	5/11	10/22	5/8	5/10
AVE/ATT. (INCL SACK)	2/2	7/14	13/26	2/4	2/2
AVE/COMP.	5/8	10/22	13/27	1/1	1/1
3RD DOWN EFF. }	5/10	2/4	1/2	2/5	3/2
4TH DOWN EFF. }					
FUMBLES *	1/1	9/16	5T/7T	2/7T	3T/4T
FUMBLES LOST *	1/1	5/2T	10/14T	2T/7T	10T/22T

DEFENSE	1983	1984	1985	1986
TOTAL POINTS:	5/11	6/11T	6/11	8/9
TD RUN	1/1T	7T/14T	5T/8T	8T/15T
TD PASS	13T/24T	10/20T	6T/10T	8T/14T
TD RET/REC *	5T/7T	3/4T	12T/23T	1/1
SAFETIES	1T/1T	1T/1T	5T/16T	1T/1T
F.G.	9T/15T	1/2	8/16T	6T/8T
P.A.T.	6/15	9/13T	5/10	8/12T
FIRST DOWNS:	6/10	7T/11T	2/2	12/21
RUSHING	1/1	2/4	4/7	6/13
PASSING	14/28	14/25T	1/1	13/22
PENALTY	5T/7T	6T/11T	1/2	14/26
TOTAL YARDS:	8/13	12/18	2/2	13/21
RUSHING	1/1	2/2	4/7	7/14
PASSING	14/28	13/25	1/1	12/20
AVE/GAME - RUN	1/1	2/2	4/7	7/14
AVE/GAME - PASS	14/28	13/25	1/1	12/20
TOTAL PLAYS	14/28	8/19	14/28	4/14T
RUN	14/28	13/27	12/26	10/21
PASS (INCL SACKS)	1/1	1/3	13/26	4/8
RUNNING:				
ATT.	14/28	13/27	12/26	10/21
AVE/RUSH	3/6	8/19	6/13	8/16
PASSING:				
ATT. (NOT INCL SACKS)	1/1	1/3	13/26	5T/13T
COMP.	11/22	12/23	1/1	10/18
% COMP.	2/3	6/9	3/6	8/17
INT'C	1/1	4T/10T	5/10T	11/17
INT'C FOR T.D.	8T/16T	1/2T	12T/23T	10T/18T
SACK	5T/6T	2/2	7/9	3/5
SACK Y'D'G	5/6	2/2	7/9T	3/6
AVE/ATT. (INCL SACK)	12/22	9/17	6/10	10/18T
AVE/COMP.	13/27	12/26	7/10	8/16
3RD DOWN EFF. }	10/19	5/10	4/10	4/4
4TH DOWN EFF. }				
FUMBLES *	1/1T	7T/14T	9T/19T	14/27
FUMBLES REC *	1/2	9/14	14/27	14/27

1988 IMPROVEMENTS

LINEBACKERS:

OLKEWICZ, Neal -

Need to improve in Zone drops. Depth and break on the ball. Depth and reaction to play-action passes. Locating the Tight End or Crosser. Route awareness.

COLEMAN, Monte -

Need to improve play versus the run at the P.O.A. Need to take on blockers out of the backfield tougher. Need to play "Two - minute" Zone pass defense better. Do not chase and give up the "4" route.

Need to improve on open side fall-back versus gut runs.

KAUFMAN, Mel -

Need to improve on Scoop coordination with your Defensive End. Need to fall back and make more plays. Need to play a blocker tougher on Stub Force so that the alley isn't too big for Sam to fill. Better depth and quickness in Zone drops. Intercept whenever you touch the ball - No drops.

GOUVEIA, Kurt -

Be stronger at P.O.A. Take on and whip people 1 - 1. Be totally aware of all OLB and MLB adjustments. You must know both positions...

CALDWELL, Ravin -

Must be quicker when reacting to the Tight End's block. Do not allow the blocker to get position on you. Must improve 1 - 1 pass coverage technique. Must be in tune to the audible system so you can react without hesitation..

1988 IMPROVEMENTS

DEFENSIVE BACKS:

BOWLES, Todd -

- (1) Must get more interceptions this year - a minimum of 6.
- (2) Become more physical when the opportunity presents itself, especially on inside routes. Punish receivers more.
- (3) Be ready to play Strong Safety and Buck in case of an emergency.

DAVIS, Brian -

- (1) Make sure you know all techniques in all our coverages. You don't want to have to think about them - let them be second nature to you.
- (2) Be able to anticipate all adjustment calls and audibles.
- (3) Don't miss any time due to injuries - stay healthy.

GREEN, Darrell -

- (1) Your number one goal should be to allow no TD passes - especially "Bombs".
- (2) Better job in Man coverage when covering "Off". Work not to get turned, and don't get beat by double moves.
- (3) Must work very hard in Camp to insure great physical condition once the season starts. Let's not repeat last years's start.

GAGE, Steve -

- (1) Know all adjustments and signal changes we want to make. You must be 100% in this area.
- (2) Be ready to play either Safety and Buck (Nickle situations).
- (3) Make sure you do not tip defenses by your alignment- especially Dogs. Make everything look the same.

THOMAS, John -

- (1) Work on your Man coverage - press technique.
- (2) Know all assignments at Corner and Free Safety.
- (3) Be ready to call signals from Jill position.

WALTON, Alvin -

- (1) Work on different "Window Dress" looks. Disguise force in Zone. This can be very effective for us, especially against teams that do not use a lot of quick counts.
- (2) Do not neglect your speed work, you must maintain your speed to be the Safety we think you are going to be.
- (3) Make sure you know Buck and both Safeties.

1988 IMPROVEMENTS

DEFENSIVE BACKS CONT:

WILBURN, Barry -

- (1) Work on Press technique - better job of not giving up the inside.
- (2) Continue to concentrate on playing the "Long" ball - no reason why you cannot repeat the success you had last year in this area.
- (3) Make sure you could play Strong Safety if need arises - Review Force calls and Adjustments.

WOODBERRY, Dennis -

- (1) Must improve your tackling. Cannot afford to miss down field tackles.
- (2) Work on all Man to Man techniques - especially press technique.
- (3) Know all assignments to play either Corner or Slot in Nickle situations.

VAUGHN, Clarence-

- (1) Know all Strong Safety assignments and adjustments to motion and formations.
- (2) Be ready to play Buck in second down and Nickle packages.
- (3) Improve Man to Man coverage on T.E. - learn to use your help.

TRANSCONTINENTAL - A pass in which the quarterback or halfback runs to one side of the field, then throws the ball completely across the field to the receiver.

HIDE PATTERNS - Patterns run by PI in which he lets the back clear out, then runs a delay pass either in or out.

CHINA PASS - Delay pass by "X" or "Z" (usually run to the inside).

SHOVEL PASS - Forward pass thrown behind the line of scrimmage, usually completed between the tackles.

DUCE - Buck linebacker--your assignment is first outside break or near end or "A" back. Mac has first inside break of near end or "A" back. You are backed up deep by safety.

RULE - Buck linebacker--your assignment is stack buzz or 2nd back weak. Mac buzzes strongside. The two safeties are in and out on near end and the "A" back.

ME - Safety Force to Tight End side of Slot formation. (Same as SAM force).

YOU - Linebacker force to Tight End side of Slot formation. (Same as STUB force).

BANJO - Shut Backer on Back M/M. Inside-out coverage on Tight End by SS and MAC.

MAN - SS on Tight End M/M (Stub force). Double coverage on Back by MAC and Shut Backer.

SLOOP - Outside Linebacker run with man instead of falling back.

RAINBOW - Fielder - weakside DUCE.

- D. Back Pedal or Shuffle -- The back pedal begins with a good stance. We have no requirements whether you use a shuffle or back pedal--it's a choice of which is comfortable and better for you. However, everyone should experiment with both to see if one could be better suited for you.

The lower you can stay, the more effective you will be at getting out of your pedal and either bursting or running with your coverage. You must always be on balance. Stay over your feet and NEVER get back on your heels in a straight-up position. Don't lean too far forward or get your feet too far behind you, especially on wet surfaces and artificial turf.

Stay in your backpedal as long as you can. If the receiver doesn't put pressure on you, stay in it. However, NEVER stay in your back pedal too long. Once a receiver violates your vertical depth (2-3 yards), you must get out of your pedal. You must not be beat deep, and this is the most frequent cause. You must work long and hard to be able to get in or out of your pedal quickly and smoothly with no extra or false steps. One extra step or a slight tangle of your feet, and you're in trouble! You must also be able to pedal backwards at angles in order to maintain tactical position. This must be developed and constantly worked on to be perfected.

- E. Tack Position -- This is the vertical and horizontal position between a defender and a receiver. This position is always dictated by the coverage called. You must know the tactical position needed with every defense we call. Thus, if you are playing inside the tack position, you must stay inside your coverage, and 2-3 yards away from him. Your position should also be determined by your position on the field and the depth of the pattern. The closer to the sideline you get, the further you can get from your receiver. The deeper a defender gets, the closer you can get to him.

The speed of your coverage will determine the vertical tack position you should have. This will vary weekly with different receivers, and we will establish the distance with each week. Learn to judge your coverage and know when to get out of your back pedal. Don't let the receiver stick you, and NEVER let the receiver get behind you.

- F. Burst -- Your burst is your explosive move or power steps as you break from your back pedal. Like a good back pedal, the key to a good burst is being low and on good balance with good footwork. Again, only with hard work can this be developed, and many times is the difference between a reception and an interception or break-up. You should always test the playing surface before each practice and game because the playing condition of the field will be directly related to your burst. on artificial surfaces and wet fields, you will have to keep your feet beneath you more to eliminate slips and fall downs as you execute your burst.

TERMS USED BY THE SECONDARY

BALL-BALL-BALL - Shouted by defense when forward pass is thrown.

BUTCH - BU engaging a pass receiver out of the backfield on the LOS.

CRACK - Alert to BU's that "X" and "Z" are in a position to block down on them.

CUSHION -- Distance the defender keeps off the receiver in coverage.

FLOOD - Pass with both backs going toward the same side.

FORCE - Outside Coordination to contain the wide running game.

FIRE-FIRE-FIRE - Interception call.

PEEL - Dogging with pass coverage responsibility.

BOUNCE - An offensive play that bounces outside or wider than it is designed to.

PIC - Tight End's alignment, 1 yard from tackle.

POC - Tight End's alignment, 3-5 yards from tackle.

DOUBLE POC - Tight End's alignment, 6-8 yards from tackle.

BOX - Linebacker force...linebacker responsible for containment.

MONSTER - Safety 5 yards or less from LOS.

CRACKBACK - Block of "Z" or "X" blocking down on Stub, Buck, or Safety on wide running play.

THROW BACK - A pass in which the quarterback rolls one way, then throws the ball back across the field to the receiver.

DEFENSIVE SECONDARY

The Washington Redskins expect all deeks to be able to cover their pass responsibility man to man. This will be your prime responsibility, and to insure livelihood in the NFL. You should master the following needs:

GOOD FUNDAMENTALS

Good fundamental techniques in single coverage, zone defenses, and tackling are the biggest single asset to any defensive football player.

I. MAN-MAN COVERAGE -- Check Points:

- A. Alignment -- Proper alignment for a deek is 7-8 yards on all defenses unless we are deliberately window dressing. This will help the team from tipping the defense and also help the deek be in proper position to start his back pedal or jam. Call out the formation and strength of the offense and get into position as quickly as possible.
- B. Stance -- Get into a good stance before the ball is snapped. This will help you be physically and mentally alert. Read your key and be in proper position for a quick back pedal or force. Never be moving or get caught off guard when the play starts. A good stance should be:
 - 1) Comfortable but not sloppy
 - 2) Knees bent
 - 3) Hips low
 - 4) Weight forward and on the balls of the feet
 - 5) Hands hanging loosely
 - 6) Eyes focused on your receiver and periferal vision on the backfield
- C. Focal Point -- A defensive back MUST look at his coverage in order to maintain his tactical position. Looking in his direction is not correct. You must concentrate on looking at a particular part of the body, such as their feet or belt. After a quick glance in the backfield, all your concentration should be focused on a part of your receiver. If you are unable to take a quick glance into the backfield, then just concentrate on your man, for he will always tell you the play by his movements in the first few steps. Your mouth and ears should also be used. Call out where your receiver is and listen for help being called to you.

C. PLAY OF THE THREE (3) DEEP ZONES SHOULD ALWAYS BE:

- 1) Deeper than the deepest man in his 1/3 of the field, or a receiver coming into his zone from another.
- 2) Never leave your zone or follow a receiver through your zone.
- 3) Always get your depth first...recognize the pattern second...and read the quarterback. Keep your position in your zone until the ball leaves the quarterback's hands.
- 4) Talking is very important--call receivers from zone to zone, and keep your teammates alerted.
- 5) Always cover the deeper of two (2) receivers in your zone.
- 6) Never concentrate or focus too much on one receiver--you must be able to read the whole pattern.
- 7) If there is no threat to your zone, shrink the zone to help your teammates, but be aware of crossing patterns coming to you.
- 8) Don't get so deep that you're out of the play, unless a receiver takes you there. Try not to let the cushion between you and the BU's get too big.

III. TACKLING & FORCING -- Check points:

Forces and tackling are another important part of a deek's job and good fundamentals are just as important here. A good tackle or force is always made when the player is under control. Balance and good footwork are important, and working low will get you into position.

When tackling, NEVER leave your feet and dive at a player. Once you leave your feet, you cannot adjust. Keep your head back, bull your neck and tackle through the ball carrier. Be sure to wrap your hands and arms around the ball carrier.

Remember, however -- the most important thing is to make the tackle. If you're the last man, don't be too anxious. If he is in front of you, make him commit...let him come to you...pin him to the sideline or string him out and wait for your teammates pursuit.

CONCENTRATION:

The Redskins will expect an all-out effort by every player on every play that they're in the game. This takes concentration. In order to not make a mental or physical mistake on any given play, your mind and concentration must be working as hard as your body. When you line up to make your coverage, you should be thinking to yourself: What was the defense called, and what coverage technique you are going to use? Where is my help...what force are we playing? What is my key? What situation are they in (running - passing - short yardage, etc.)? All these should race through your mind every play you line up. A player who just lines up without concentrating on at least one thing will almost always get beat, and hurt the team defense. ALWAYS concentrate on carrying out the details of your own assignment--let your teammates take care of theirs and the team defense will work. Don't free lance and try to play everywhere--take care of your responsibility.

EXPERIENCE:

Good players in the NFL are always experienced players. You gain experience not only in game situations, but also in practice. Learn by mistakes and successes. If you are being suckered or influenced--learn by it and refuse to be caught by it again! Alertness to formations and situations always help. Be aware of players out of their regular position--yell it out to your teammates who might not have seen it. To survive in the NFL, you cannot continually make the same mistakes.

PHYSICAL TOUGHNESS:

We expect the Redskins to be a tough, physical team. When our opponents play us, they're going to respect us because they know we're tough. Each player can improve his strength and toughness with work. The off-season is the best time to develop your strength. Remember -- no matter how much rules of football change, hard tackling and hitting has and never will change.

G. Point of Attack -- The point of attack is the place where the ball is run or thrown. If you have executed all your coverage fundamentals, you should be in good tact position at the point of attack. When playing the ball at the point of attack, you should be:

- 1) Tough and aggressive.
- 2) You should see the ball through your receiver and be adjusting your timing for an interception or bat down. (NEVER bat the ball upwards.)
- 3) Play for an interception at the highest point with two hands.
- 4) If an interception is possible, bat the ball fown with your inside arm. You will have more power and you won't get your pads caught on the receiver. Be CAREFUL not to put your hand on the receiver.
- 5) If you can't touch the ball, hit the receiver between the shoulders with your helmet and strip his arms with both of your arms around him. Make him pay for his reception.
- 6) If a receiver gets behind you, NEVER waste time looking back to find the ball, Keep your eye on the receiver and make up the distance--play his eyes. He will tell you when and where the ball is coming. Be ready if he catches the ball to tackle him hard through the ball. This could cause an incompletion or fumble. Remember, when beat, you can run faster by eyeing the receiver and not looking back. This is not the time to think interception.
- 7) Broken patterns and scrambling quarterbacks present many coverage problems. Our must rule is to yell PLASTER and concentrate and concentrate on your receiver. Don't look back at the quarterback unless the receiver is between you. Don't relax your coverage until the play is dead or the quarterback is past the line of scrimmage. Remember, keep your eyes on your coverage at all times. One quick glance back and your coverage is gone.

II. ZONE COVERAGE -- Check Points:

- A. Stance & Alignment -- It is very important to take the same alignment and stance on zones as M/M, so as not to tip the defense.
- B. Jam (Release of Receivers) -- The jam on the rotation of the zone is one of the most important parts of the defense. The rotation is called toward the receiver we're trying to stop, and by getting a good jam, you break up the timing of the pattern.

3. Know the Defense Called Position by Position

If one of your teammates lines up incorrectly, you should recognize this immediately and move him into position before the ball snaps. Should the defense be breaking down through an error of a teammate, be able to explain the error to him. In order to do this, you will have to study football. Know your alignment, run responsibility, and pass responsibility perfectly so that you will never have any question in your mind.

4. Know the Strength and Weakness of the Defense

To make sound defensive calls, know in what situations to call each defense. There will always be downs that a certain defense would be a bad call. Eliminate all of these poor calls.

5. Know Situations

- a. Down & Distance - You should always know the down and distance. Every defense called will be predicated by down and distance to go. Opponents call their offense by down and distance too. Know what to expect on each down and distance situation according to field position.
- b. Field Position - This is equally or even more important than down and distance. You should know what the opponent will do backed up on his own goal line. Will he gamble? At what position on the field will he run his regular offense, what position will he use trick plays, and gamble on 4th down, etc.
- c. Know the Quarter and Time Remaining - Many a game has been lost because a team misjudged the time left to play in each half and what an opponent does during this time. In games where two teams are equal, the time employed intelligently by a team often determines the winner. You should know how our opponents stop the clock to save time and how he uses his offense to kill time. Our defensive play can determine whether or not the offense can control the time. You should know how many time-outs your opponent has left and how many you have. Proper use of these time-outs will win for you.

6. Tendencies

- a. Formations - What is the opponent's tendency by formation. Does he run to or away from his formation? Every formation has a favorite play from it, and you should know this play or plays. We will stop his favorite play by formation and force him to run something which will not win for him. Be sure we have adjusted the defense correctly to the formation.

7. Opponent's Offense

- a. Huddle - Know where their people line up in their huddle (to determine strength quickly). Also, know how long they stay in the huddle. This will determine how long you have to get in and

IMPORTANT THINGS FOR LINEBACKERS TO REMEMBER

1. Key properly.
2. Gang Tackling is the most demoralizing maneuver in football, and is a must for all good defensive teams. The linebackers are the leaders in in gang tackling.
3. Never, never take for granted, a man is tackled.
4. Sprint back to cover your area and break at the proper angle. You must be under control at 10 yards so you can react without taking extra steps. Don't lose ground by breaking at the wrong angles.
5. Coverge on the ball once it is in the air. If you do not fly to the football, you are admitting one of two things:
 - a. Lack of condition keeps you from doing so.
 - b. Laziness or indifference keep you from doing so. (There is no place in football for either.)
6. Always play ball at its highest point.
7. Be in position to intercept a pass if it is deflected -- don't ever quit!
8. Go up with two hands to break up a pass -- two hands are better than one.
9. Remember, you have equal rights for the ball once it is in the air, so play it rough, but always play the ball, not the man.
10. Aggressiveness is one of the hardest things to teach on pass defense. It starts in practice against your own teammates, and with helmets.
11. Be rough and aggressive, many of these receivers are inclined to be timid. Make them respect you!
12. Every pass that a receiver catches, make him bleed. Don't forget you can punish the other team worse on defense. Make him cautious the next time he goes to catch a ball.
13. There are times when you may have your man covered, but due to the type of pass thrown, it will be completed. A technique that is very effective is to slap at the ball, and strip it from him before the receiver can put it away. In many instances, he will drop the ball. If he hangs on to it, you will still be in position to tackle him. Perfect this technique on our receivers. Quick hands are a great asset.

GOOD WORK HABITS:

The best players in the NFL usually have the best work habits, both on and off the field. The coaching staff will work hard to have you prepared for each game, but only you and your work will count. All the drills and each play run in our practices are done for a reason. Take advantage of them! Study your notebook and scouting reports. Take good notes in meetings--take home film. Keep a book on receivers you cover. Study what a receiver does on each play, and try to see if they are setting you up. Work hard during practice and get the extra work you need to become better after practice. This is up to you as an individual. Improve yourself--strive to be the best at your position. Hard work on the fundamentals of your position will help you survive in the NFL.

QUICKNESS:

Quickness is nearly everything on pass defense. When we refer to quickness, we mean the quickness of your hands, feet, eyes, and every reflex needed to cover a fast receiver. We are not referring to speed in the sense of a 100-yard dash, although fast men might have quickness also. When we refer to quickness as a defender, we mean your ability to move your body, or parts of it, from one place to another in a restricted area of a football field. Quickness can be improved with work. Good body position and footwork are very important for quickness. By working on your M/M coverage fundamentals and our daily drills, you will develop your quickness and agility.

POSITIVE MENTAL ATTITUDE (P.M.A.):

Your frame of mind is one of the very important parts of your game. A big part of the game is played above your shoulders. It is most important that your thoughts are positive. Positive thoughts produce positive acts. Think like a winner and you'll win. Think like a loser, and you'll lose. It is just as important to get yourself psyched up for a game as it is to be physically ready to play. You've got to picture in your mind successfully covering your receiver--making interceptions and also big plays. You convince yourself that you can beat him every play. If beaten, forget it--he was lucky! Go on positively to the next play. Help your teammates be positive. Encourage them if they're having a tough day--never bitch at a teammate for getting beat. If he plays for the Redskins, he'll feel bad enough himself. Encourage him to hang in there--a win is a team effort!

BASIC PHILOSOPHY OF LINEBACKING

HAVE PRIDE - BE A LEADER

Playing as a linebacker in the NFL is the most challenging job assignment anyone of this team will encounter. You are involved in every aspect of the game as a linebacker. You must have excellent coordination and cooperation with the defensive line in our primary structure of stopping the running game. You must also have that same coordination and cooperation with the defensive backs in our secondary structure to stop the passing game.

You will be expected to play the game from sideline to sideline as a linebacker. Though you are not the biggest man on the field, you will be expected to be the most physical and punishing. You will be expected to know not only your own position and job, but those of the player on either side of you.

These assignments will require you to be the best conditioned, most observant, most studious, most disciplined and physically toughest player on the field.

As a linebacker, you should be the best and surest tackler on our squad. You should be the most aggressive defender, and show this by getting to the ball every time it moves. You should know your assignments letter perfect, and also know the entire defensive concept, or your coordination with your teammates will be wasted. Your thorough knowledge and understanding of the information in this book will be an important factor to our success or failure.

You cannot be satisfied with being average. Being average means being blocked, and sometimes staying blocked, making a tackle with a little help when it comes your side, or slowing the runner up but still letting him make extra yardage, not carrying out your defensive assignment because "you thought he might do this", getting tired, not hustling, and permitting the big offensive play.

As a linebacker, you cannot be an average football player, and you should not play or think like one.

THINGS LINEBACKERS SHOULD KNOW AND DO

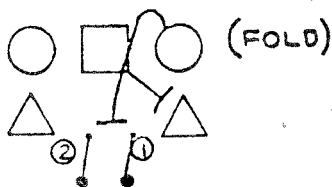
1. (Signal Callers) Be the Defensive Leader

Never let this be questioned. Look into the eyes of every man in the defensive huddle, and make sure they are looking at you. Have discipline in your huddle. Be sure every man has heard and understood the call correctly. Break the huddle sharply. Always look up and never make a bad call in your own mind.

2. Execute Your Defense the Best

This should be self-explanatory--you can't be a linebacker and not be the best.

- b. MLB meeting a guard stepping around. NOTE: MLB "protects" side of center's block.



3. NEUTRALIZE -- Gaining the advantage on a blocker by equalizing and destroying the power of his block by delivering a blow. We have five (5) techniques listed below in order of preference:
- a. Hand Shiver - Blow delivered up and out with heel of hands. Used mainly vs. cut-off blocks. Very few LBers are strong enough to meet straight-on drive blocks with their hands.
 - b. Forearm Shiver - Blow delivered up and out with forearm, as if driving an uppercut into your opponent's chest. Normally delivered with one arm, with the other arm free to throw the blocker (a "double" forearm may have to be used vs. an unusually strong straight-on blocker). It is important to keep the arm free to the side of the LBer's responsibility.
 - c. Head Butt and Grab - Blow generally used by MLB on center who is blocking you straight up and using your momentum to drive you beyond hole. With dip-like move, drive your helmet into the mask on the center, simultaneously grabbing the blocker's shoulder with both hands, preparing to throw him. This is a good move against a holder who is grabbing arms at first contact.
 - d. Forearm Rip - Blow delivered with a sweeping uppercut motion with the inside forearm and fist. Blow must be delivered through the nape of the neck of blocker who is trying to "cut" block you by getting to your outside knee. This blow must be started low and delivered successfully will completely prevent the blocker's head from getting to your legs. It will spin him and make him ineffective as blocker.
 - e. Shoulder Shiver - A "last" resort for a LBer. Similar to the forearm shiver, but delivered with the shoulder. Used in tight quarters to stack up a hole with the intended blocker, particularly if you're taking on a much bigger man.
4. HOLD - Maintain the advantage on the blocker and holding your area or responsibility. This is an often neglected technique. Many LBers are in too big a hurry to escape, and thus open holes in this area.
5. ESCAPE - Getting rid of a blocker. It is important, first, that a LBer know where to escape. A LBer that does not "hold" may create a weak spot in your defense. On the other hand, a LBer overly intent on whipping an individual opponent may become pre-occupied with this and never get to the ball carrier. Our four (4) techniques are as follows, in order of preference:

out of the defensive huddle in order to see the offense break their huddle. In the course of the game, you may have to encourage your men to get into the defensive huddle quicker. You should always be aware of a no-huddle play when the opponent is behind and time is running out.

- b. Alignment - Know if they run from pre-shift formation. Know if they like to go on a quick or long count and in what situation do they do this. Know if they take unusually large line splits. This may encourage certain dogs if the splits are above average.

8. Special Situations

- a. Know who the opponent calls on in the clutch.
- b. Know how the change of quarterback affects the game.
- c. Be aware of a play being run at our new substitute after an injury to one of our own men.
- d. Watch for the home run play after we have lost the ball on a sudden change.
- e. Every time the opponent puts in a substitute, be sure to recognize his number and position. This could constitute a change in our defense.

9. Takeaways

- a. Statistics have proven the importance of the takeaway - turnover table. Takeaways are intercepted passes and recovered fumbles by the defense. Turnovers are the same by the offense: Almost without exception, consistent winners are plus in this category. The defense creates more takeaways than the offense has turnovers.
- b. As a linebacker, you are in excellent position to go for the football. Backs are taught to protect the ball in traffic, but frequently, they are breaking away from people and looking for daylight, and are vulnerable to being stripped. Receivers are often lax in putting the ball away after the catch, and can be stripped. ALWAYS THINK IN TERMS OF ATTACKING THE FOOTBALL.
- c. Your opponent will have the football an average of 13 times a game. Each takeaway reduces his chance of scoring and usually results in excellent field position for your offense. TAKEAWAYS ARE THE RESULT OF HUSTLE, DESIRE, AND CONCENTRATION.

LINEBACKER TECHNIQUES VS. PASSING GAME

A. Our LBers must play both man-for-man and area (zone) coverage. There are three (3) basic techniques common to both types of coverage:

1. STANCE - Previously discussed under Run Defense.
2. KEY - This is not necessarily the same key as his run defense. For example, A MLB must key the center and guards, but when they show pass, he may either shift his key to a back he must cover M/M or to the QB if he has area coverage. There is no substitute for experience and natural football "instinct" in this most difficult shifting of keys.
3. DROP - Once his key has allowed the LBer to diagnose pass, he must drop quickly to the area (or man) of his responsibility. Factors affecting the drop in M/M coverage include: position of deep help (if any), inside or outside help, type of coverage (deep or short), (yard line, mainly, but also nearness to sideline). Factors affecting the drop in area coverage include: area to be covered (flatter angle to wide areas), hashmarks (flatter to wide side), QB's eyes and shoulders, QB action (slide with QB on roll outs), down and distance, backfield action (fake draws, play action, etc.). In zone coverage, watch the QB until he passes the draw point.

B. M/M Coverage - There are three (3) key techniques:

1. CONCENTRATION - Ignore everything but the receiver's numbers. If you can do this, you are 75% home on M/M coverage.
2. POSITION - Never let a receiver gain a head-up position on you. On almost all coverages (except Blitz), the LBer will have help somewhere. Therefore, he should take a strong position away from his help. (If deep help inside, take outside position.)
3. DRIVE - When receiver has made his final break, push yourself, force yourself to step quickly with his break, still concentrating on the receiver. If the receiver changes direction, be in a position so that he must make contact with you in order to make that change.

NOTE: A key point to remember when a receiver gets behind you is that 90% of the time, he will have to slow up to catch the ball. By concentrating and not looking for the ball, you still have a good chance to break up the pass.

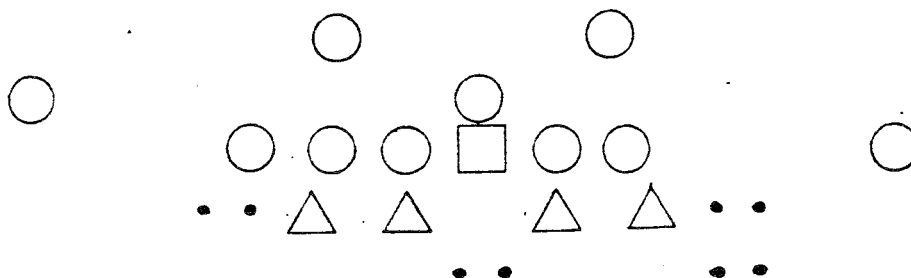
C. Area (Zone) Coverage - Again, there are three (3) key techniques.

1. SET - As a LBer drops, he should key the QB, while he peripherally "sees" the pattern. He must be prepared to "set" as the QB prepares to throw. To "set" means to be in enough control to move in the direction the ball is thrown. It does not mean stopping the feet or necessarily slowing the drop.

LINEBACKER TECHNIQUES VS. RUNNING GAME

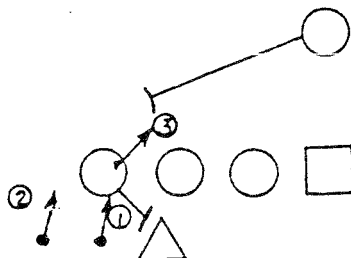
A. We base our run defense teaching on six (6) techniques. To be effective in stopping the running attack, a LB must master these six basic techniques. This can be done only by hard work and constant study. It is mandatory that you develop these techniques to the utmost. The six are:

1. STANCE - Proper position and balance to allow quick and powerful movement in any direction. Stance, alignment, and key are all included in this technique and vary from position to position and defense to defense. Without going into great detail for various defenses, here are our basic stances, alignments, and keys:
 - a. Outside LB Strongside (Stub) - Outside shoulder to head on Tight End, two-point stance, feet parallel, keying thru end's head to near back, shoulders near the same height as end's shoulders as close to LOS as possible.
 - b. Outside LB Weakside (Buck) (Vs. spread end) - 1 to 1½ yards outside offensive tackle, two-point stance, feet parallel keying guard, tackle to near back. On the LOS or in the hip position, depending on defense and formation.
 - c. Middle LB (Mac) - 2 to 3 yards off the ball, two-point stance, feet parallel, keying thru center and "best" (or both) guard, to pass key. Key will vary depending on charge of line.



2. REACT - Gaining proper position on the blocker. Basically, this means stepping with the proper foot (or feet) to meet the blocker. Two examples are shown below

- a. Outside LB meeting kickout block. NOTE: OLB steps down with end's head.



- a. Throw hand grabbing the blocker and throwing him away from the POA, while pulling yourself or stepping to the POA.
 - b. Slide - Stepping laterally, or back and laterally towards the point of attack. After a play has been positively diagnosed, do not hesitate.
 - c. Quick Throw (Slip) - This technique should be used when a blocker has over positioned on you. He has led you too much, and you can safely run inside him without slowing your progress to the ball.
 - e. Spin - Pivoting to spin out away from the blocker. This is a last resort method, but occasionally necessary.
6. PURSUIT - Taking a proper path, with great speed, to intercept a ball carrier. A basic rule is to never follow your own color. Also, do not go underneath blocks, unless positive that you can get there. Better to give ground.

If the ball is to be thrown in the direction of the drop, the speed of the drop is increased. Experience, football sense, proper diagnosing of pattern, the QB's eyes, arm and body position should tell the probable direction of the pass. Learn to "read" the QB's shoulders, head and body direction. This will enable you to gain ground in the direction the QB wants to throw. We will use the expression "Gain Ground in the Direction of QB's Eyes" which means his whole body position.

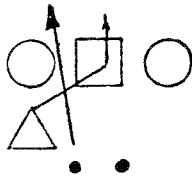
2. REACTION - The ability to move to the ball at the proper angle to break up a pass. The main fault usually is "rounding" the angle rather than driving at a sharp angle. As the QB's left hand leaves the ball, you should be starting your move to the ball.
3. JUDGING THE BALL - The ability to intercept. By always attempting to intercept the ball at its highest point, a LBer has the best position to eliminate the receiver's chance for a catch. Following an interception, return to the near sideline. Two hands on the ball when in traffic. If teammate intercepts, block the intended receiver if you are close. Otherwise, get in front of ball and do not look at the interceptor.
4. UNDERSTAND FLARE CONTROL - Widen or shrink your drop depending upon the route of the back to the side you are dropping to. For example: Mac should widen towards "X" if "A" runs a flat route vs. strong zone.
5. DEPTH - Depth of drop is most important. Do not get tied up underneath. Seek to get 12-14 yards deep and then react to the throws that are underneath.

LINEBACKER TECHNIQUES OF BLITZING

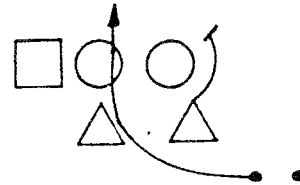
A. Blitzing is an integral part of run or pass defense today, and when used intelligently, is an extremely effective way of destroying blocking patterns, or putting pressure on the passer. We usually blitz two LBers in coordination with our defensive line. Listed below are six (6) important techniques.

1. ALIGNMENT - It is important to hide the blitz, and yet it is imperative to be in a position to get off on the snap of the ball. Alignment must be such that the blitz is hidden, but allows for maximum get-off.
2. KEY - The ball for get-off (if at all possible), and then the far back for run or pass.
3. GET-OFF - This includes not only acceleration on the snap, but taking the most direct route. If stunting with a lineman, it is imperative to drive over the heels of the lineman and not "round" the attack.

Correct

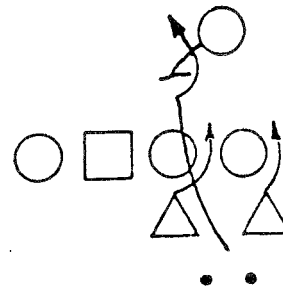
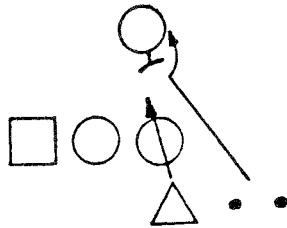


Incorrect



4. NEUTRALIZATION (Pass Rush Techniques) - With LBers, we do not go into as much detail as with linemen, but concentrate on two primary pass rush techniques.
 - a. Shoulder Dip - As a LBer usually takes on a back when blitzing, we start with the concept that the LBer will overpower the back with a hard charging shoulder blasted into the back's chest. We feel desire to get to the passer is the prime factor in pass rush, and the shoulder dip fits into this aggressive attitude.
 - b. Leg Over - When a back decides to cut a blitzing LBer, we feel that getting a leg over gives the LBer a chance to pressure the passer. The key thing here is for the LBer to keep his feet driving.
 - c. If a run develops, the LBer must get low, be prepared to take on blockers, or go into containment for the play.

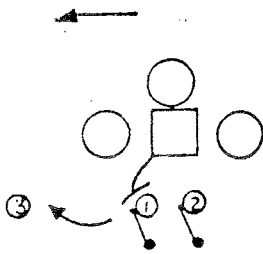
5. ESCAPE - Use of hands to throw the blocker is the primary technique used. We also sometimes start on an inside rush route to try to force the back to take an inside blocking position, and then grab and slip by to the outside. This would be used when the LBer is the outside rusher, or going straight up the middle.



6. HANDS UP - This is a must when the QB takes his left hand off the ball. We instruct our secondary to take away the inside route of the receiver, and that the outside rusher (often the LBer), by his blitz and getting his hands up will make it extremely difficult to throw an outside pattern. An outside rusher should never leap until the ball is in the air.
7. TACKLING -- Do not allow the QB to get outside. Therefore, tackle high-- don't leave your feet, and hit thru the outside shoulder.

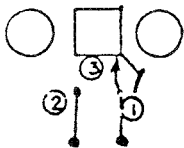
MLB - DEFENSIVE TECHNIQUES FOR 4-3 FRONT

1. M BLOCK



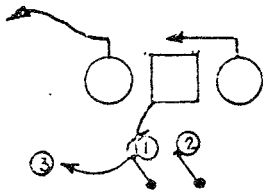
- Step to lead shoulder quickly with near foot.
- Bring opposite foot parallel on center's butt.
- Hand shiver, head butt, or forearm shiver.
- With both hands, grasp blockers jersey, hold firmly away from body and legs.
- Slide laterally with outside foot towards POA.
- Throw blocker as you start slide.
- If center is M blocking and keys show sweep, use forearm rip as center will be taking large lead.

2. FOLD BLOCK



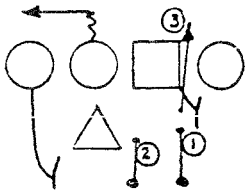
- Step near foot to center's hip.
- Bring other foot parallel as you gather to explode on pulling guard.
- Forearm shiver or head butt thru blocker's face. Extend forearm away from body. Use other hand to grab shoulder.
- Slide as soon as POA determined.
- Throw blocker to control O-1 hole.
- Protect the tackle who is being blocked by the center. Don't let runner split you and tackle.

3. SWEEP BLOCK



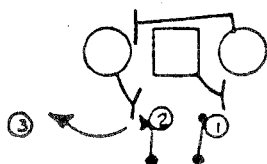
- Jab step with foot to side of center's movement.
- Pick up guard's key and recognize sweep, expect offensive tackle's block.
- Use forearm shiver thru tackle.
- Throw tackle or spin if poorly positioned.
- Percentages are to go around the tackle's block (as diagramed). Occasionally, you must take the "under" route, particularly if good daylight shows. This would be a "slip" technique.

4. CLUB TRAP
(O-1 Hole)



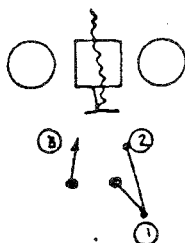
- Step near foot to center's hip.
- Bring other foot parallel as you read pulling guard's reaction.
- Must have 3rd step quickly to avoid tackle's block.
- Your chance of escape from this action is almost nill, if you don't recognize action.

5. ACE TRAP
(0-1 Hole)



- Step near foot to center's hip.
- Follow quickly with near foot lead to guard's block.
- Drive forearm shiver thru guard's face.
- Quick reaction to this key will slide you in behind your def. tackle who should get piece of guard.
- Throw guard or spin if over committed.

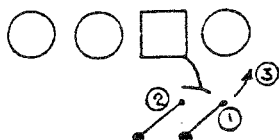
6. DRAW-PASS



- Short jab steps with foot away from drop direction.
- Hold ground or shuffle step until you eliminate draw (this will show quickly by backs moving inward to QB and/or center not leaving LOS as far or quick as usual).
- Do not use crossover step until sure of pass, then FLY!

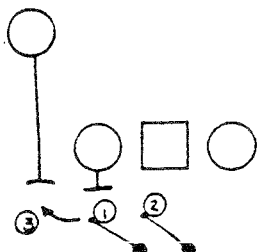
MLB - DEFENSIVE TECHNIQUES FOR 4-3 TITE

7. CUT BLOCK



- Step with near foot to 2-3 hole.
- Crossover step with opposite foot.
- Probably need forearm or hand shiver to neutralize guard's block.
- Escape with slide technique.

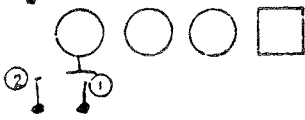
8. LEAD BLOCK



- Step with near foot to 2-3 hole.
- Crossover step with opposite foot.
- Neutralize lead block with shoulder shiver.
- Grab and throw if ball carrier has gotten by.

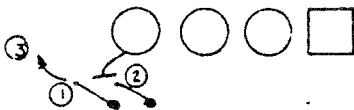
OLB (TITE END SIDE) DEFENSIVE TECHNIQUES FOR 4-3 FRONT

1. M BLOCK



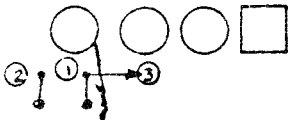
- a. Strong power step with foot away from run responsibility.
- b. Drive forearm up and out away from your body. Use other hand to grab shoulder or hit side of head.
- c. With both hands, grasp jersey, keep blocker away from body. Hold position of responsibility, until POA established.
- d. Slide and throw -- move to POA.

2. HOOK BLOCK



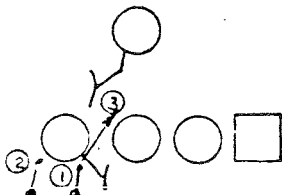
- a. Slide step with outside foot.
- b. Parallel drag step with opposite foot until blocker controlled.
- c. Hand shiver helmet -- do not let it work upfield.
- d. Grab jersey with opposite hand.
- e. Once control established -- throw blocker inside, work upfield.

3. TURN OUT BLOCK



- a. Same technique as butt block.
- b. Force blocker's shoulders to vertical position.
- c. Back him into 6-7 hole while maintaining control for backs outside veer.
- d. Throw blocker and go to ball as soon as runner commits.

4. DOWN BLOCK ON END (With Near Back)

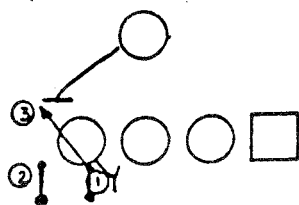


(Inside Approach)

- a. React to combination block with 3-step attack.
- b. Step inside foot to replace feet of TITE END... drag opposite foot to parallel position.
- c. Quick inside step to meet back's "Bob" block (keep body parallel).
- d. Knee dip and shoulder shiver.
- e. Bring legs up under shoulder blow (keep outside leg back and free).
- f. Control blocker for back's veer outside.

NOTE: 3-step attack also used for long trap and "A" block.

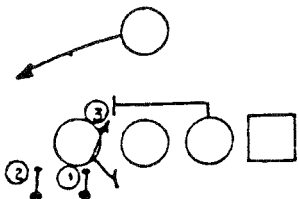
5. DOWN BLOCK ON END
(With Near Back)



(Outside Approach)

- Start 3-step attack.
- Pick up on guard key & back's approach.
- With deep pull and outside approach, you must start to widen on 2nd step.
- Forearm Rip - you must keep blocker away from body and legs while on the move.
- Slide laterally - look for cut back.

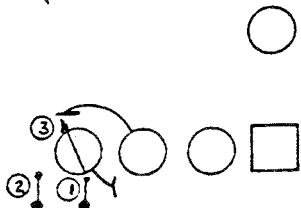
BLUFF



(Wide Approach)

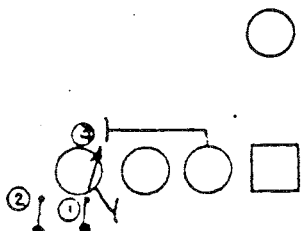
NOTE: If back has wide outside approach, close 6-7 hole first. Permissible here to duck under back if no threat in off-tackle hole.

6. DOWN BLOCK ON END
(With No Near Back)



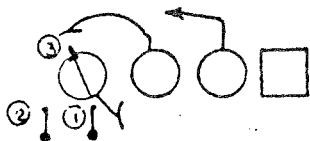
(Tackle only Pull)

- Key progression should have changed to TITE END, Blocking lane.
- Start 2-step attack.
- Quickly control outside shoulder of pulling tackle with hands. Do not let him get it upfield.
- If short pull -- use forearm rip and outside hand grab.
- Slide and throw when back commits -- Do not run around block.



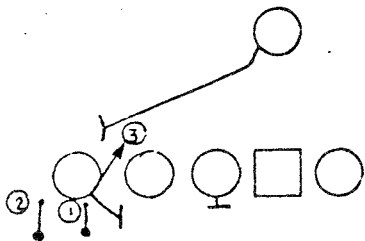
(Guard only Pull)

- Utilize 3-step attack.
- Meet "G" block with forearm shiver keeping body parallel.
- Control blocker while maintaining position for outside veer.
- Slide and throw when back commits.



- Quickly establish both pull as outside play.
- Control tackle with hands -- do not commit inside or outside.
- Force tackle straight back, if possible.
- Stay square with LOS.

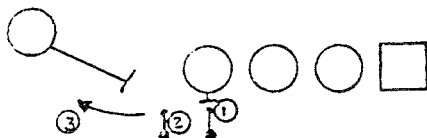
(Both Pull)



- 3-step attack -- with more time to execute.
- Anticipate long trap or Bob block.
- Strong forearm shiver necessary to neutralize.
- Use time element to close down gap.
- Permissible to take inside of blocker occasionally, unless Bronco force. Use your body to clog the hole.

(Neither Pull)

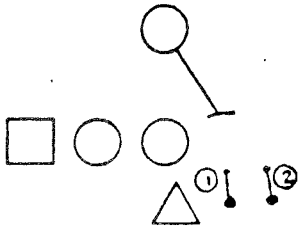
7. CRACK BLOCK



- React to flanker's crack block with 2-step attack.
OR
- Fake 2-step attack and drop around crack block.
- Set yourself low for this block.
- Rip through blocker with strong forearm.

OLB - (SPLIT END SIDE) DEFENSIVE TECHNIQUES FOR 4-3 FRONT

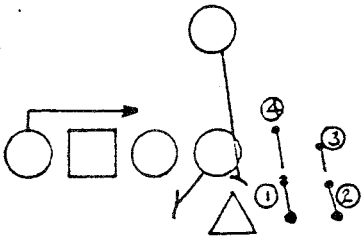
1. LEAD OR BOB BLOCK



(Normal)

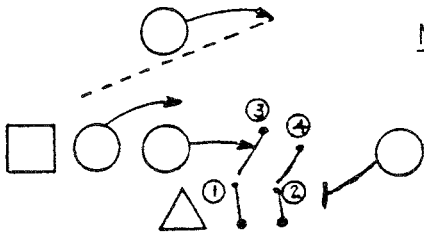
- a. Recognize difference between drive blocks of linemen and controlled play action pass blocks (HB's angle will help).
- b. Position yourself into area of run responsibility by call.
- c. Meet back's block with strong inside forearm and shoulder shiver.
- d. Stay square to LOS for bounce out.
- e. Be under control when meeting blocker.

2. SWEEP BLOCK



- a. Anticipate crack block.
- b. Immediate commitment necessary.
- c. Must commit upfield, before you move laterally.
- d. If crack block too close to beat, start commitment then drop step around crack.
- e. If you are not force man, disrupt timing, destroy the blocking.
- f. If you are force man, maintain tough outside leverage.
- g. Their play is destroyed if pulling blocker is lost behind LOS quickly.

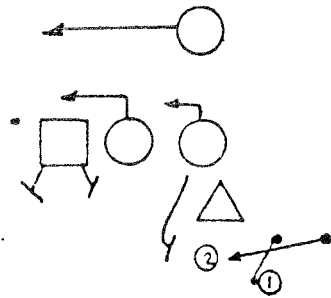
3. FLIP BLOCK



Exactly same as above.

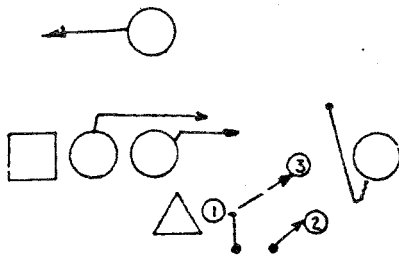
NOTE: Take out pulling tackle

4. AWAY ACTION BLOCKING



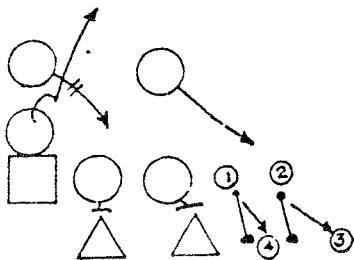
- There are many possibilities here, and your play will depend on your call with defensive end.
- Normally, you will check for reverse or bootleg before pursuing holding action.
- If "Ox" call, commit immediately into pursuit.
- Check each succeeding hole as you go--do not overrun football.

5. QUICK SCREEN ACTION



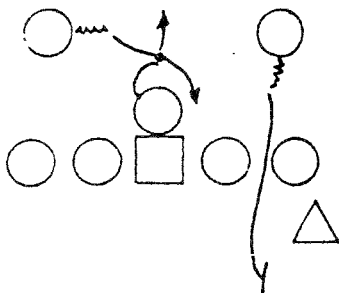
- Secret here is to keep eyes on offensive line-men during early part of drop.
- Immediate release if linemen should be treated same as pulling linemen--you must commit immediately.
- Early crack block - you will probably have to drop step and play around crack.

6. PLAY ACTION PASS



- Very deceiving action to read.
- Could be run or pass -- your best tip is width of back's release.
- If M/M on back, you must start with back for coverage. Keep an eye on far back for hand-off.
- If back has close approach, probably run. If pass, you can body-check back and still cover him.

7. DRAW



- Keys will give you pass read.
- If either back slides inward toward QB, you have draw possibility.
- If coverage responsibility will allow, do not start your drop until you eliminate draw.
- If in doubt, go with coverage, keeping an eye on draw possibility.
- Type of pass set offensive tackle uses may tip draw or pass.

8. NEAR END

Play same key, technique, and reaction as OLB vs. Tite End.

ALIGNMENT OVER THE OFFENSIVE GUARD

STUB - 5-3 Defense
MAC - 56/57

A) ALIGNMENT:

1. Outside shade of the offensive guard.

B) KEY:

1. 4/5 hole - offensive guard.
2. 6-7/8-9 hole - offensive guard through to the backs.

C) RESPONSIBILITIES:

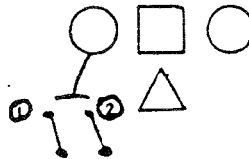
1. 4/5 hole or scrape onside.
2. Cutback or flow on offside.

D) BLOCKING COMBINATIONS ...

4/5 HOLE:

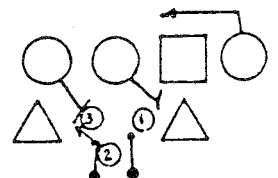
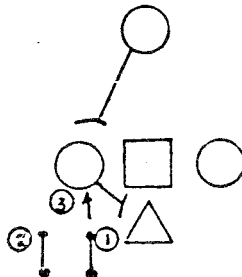
- 1) DRIVE BLOCK: Step up and meet the guard's block with your inside arm and shoulder.

Example:



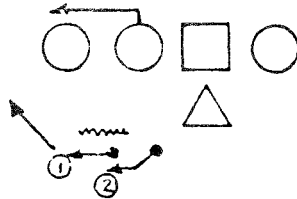
- 2) DOWN BLOCK: Step up and react to a lead block or the tackle blocking down. Get under the lead block and stack up the hole. Squeeze the tackle's block so that you reduce the running lane to your outside.

Example:



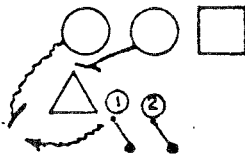
- 3) GUARD PULLS ONSIDE: Shuffle outside. Pick up the flow of the backs and work for an inside/outside fill and scrape on the ball. Be prepared to come back inside on cutbacks.

Example:



- 4) GUARD ON DEFENSIVE END: Shuffle outside and be prepared to work thru the tackle's slip block or a possible down block by "Y". You may also take the 4-5 hole.

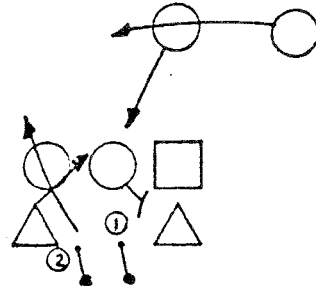
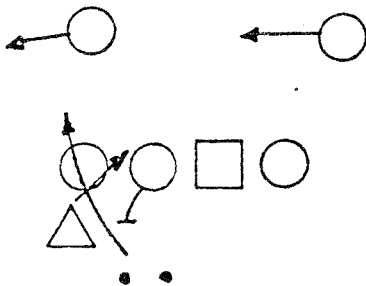
Example:



6-7 HOLE:

Scrape the area between the off tackle and "Y". Scrape immediately when both backs flow outside. Shuffle and scrape if the guard blocks down and the inside area is being threatened by a running back. Be prepared to come back.

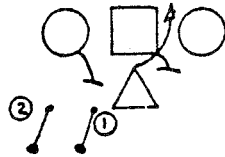
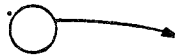
Example:



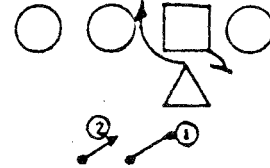
FLOW AWAY:

- 1) Strongside: Read the backs and be ready to protect your 0-1 hole against cut backs, if the nose is head-up or offset weak.
- 2) Weakside: Read the backs and flow with the action. Do not overrun and be alert for the Center's slip block. Hold if the nose is head-up or offset strong.

Example: Nose Offset...



Cutback.



Flow

GENERAL RULES FOR LINEBACKERS

The most important elements of linebacker play are:

- A) Proper keying.
- B) Understanding formation theory.
- C) Knowing the down and distance.

RUNNING GAME:

1. As a linebacker, you have the most advantageous position against the run. Read your key and locate the ball -- Don't guess!
2. Carry out your responsibility...be aggressive...punish the ball carrier...try to create a fumble!
3. Use intelligent angles of pursuit. Don't overrun the ball and allow the runner to cutback--keep proper leverage.
4. Don't stay blocked. You must shed to get in on the tackle. Know when to use your hands, and when to use your forearm.
5. Don't stay on the ground. If you are down, get up immediately to get in on the play.
6. Re-direct sharply. Don't run yourself out of the play--keep your shoulders square on the LOS to enable you to do this.

PASSING GAME:

1. Pre-think your coverage responsibility. Know the down and distance--know the possible flare threat out of the various formations.
2. Know how the flare control to the side of your drop affects your coverage. All of our zone drops are predicated on the flare control to your side of the ball.
3. Communicate in coverage. Call pass, and then call routes of "Y", "B" and "A" -- this is important!
4. Keep vision on the backs until the QB passes the draw point.
5. Re-route and disrupt receivers whenever possible within 5 yards of the LOS.

BLITZING GAME:

1. Know your assignment and carry it out.
2. Don't tip a blitz.
3. Disrupt blocking combinations vs. the running game. Be prepared to re-direct.
4. When blitzing the QB, get rid of blockers on the move. Be aggressive and don't stop your feet. Pass coverage dictates that we get to the passer quickly.
5. Hands up, but don't leave your feet. Contain if you are responsible. Disrupt backs releasing out of the backfield as you are blitzing.

LINEBACKER COVERAGES:

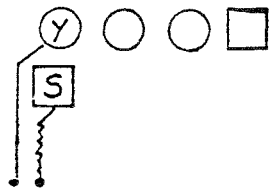
- A) ZONE TECHNIQUES -- Linebackers will be responsible for a specific zone area: Weak Hook, Strong Hook, Slot, and Flat to Fan zone areas. When dropping into their zone, linebackers will often be responsible to cover man-for-man receivers coming into their areas.

1. WALL TECHNIQUE:

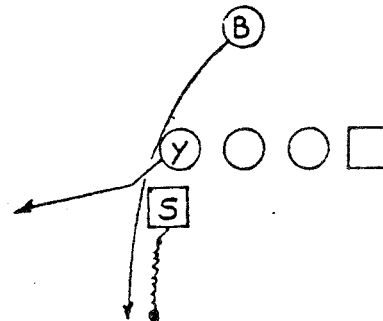
When walling a receiver, do so by keeping him always to your outside and not allowing him to cross inside. When a receiver runs a deep route through your zone, carry him 15-18 yards deep, then level off and look for receivers crossing into your area. When a receiver definitely runs an outside pattern; EXAMPLE: Flat or swing, you will release him outside and turn your attention to the outside receiver (X or Z) possibly entering your area.

Examples: ZORO COVERAGE

Stub Strong Hook (Wall "Y" or "B")

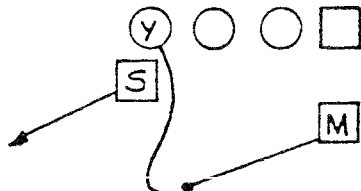


WALL "Y"

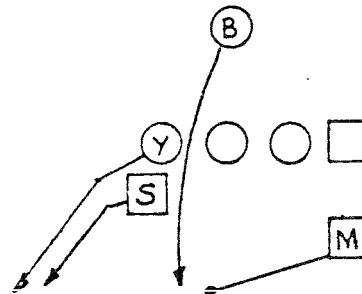


WALL "B"

MAC - Strong Hook - Steeler (Wall "Y" or "B")



WALL "Y"

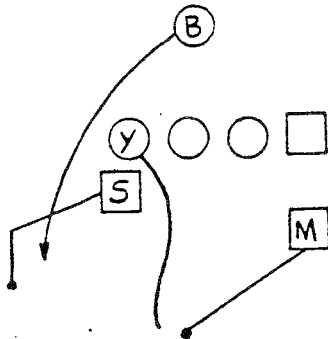


WALL "B"

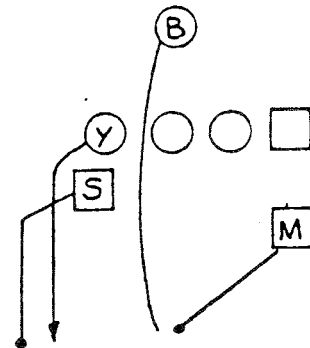
2. SHRINK:

Technique employed by Stub with Weak Zone and Stub Zone coverage. When Stub is responsible for the Fan/Flat area or the Slot area, he will adjust his drop so that he maintains a close and outside position on whichever receiver threatens the area to the inside of this zone or responsibility.

Example:



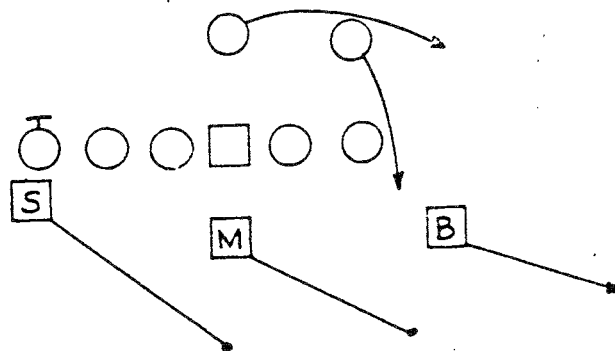
Example:



3. FALL BACK:

Technique employed by LBers when the backs flood to the weakside, and "Y" slow blocks. He will adjust his drop to the inside and towards the direction of flow, and be alert for crossing receivers.

Example: STRONG ZONE SAM/CLEO



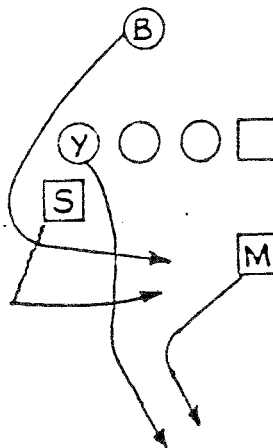
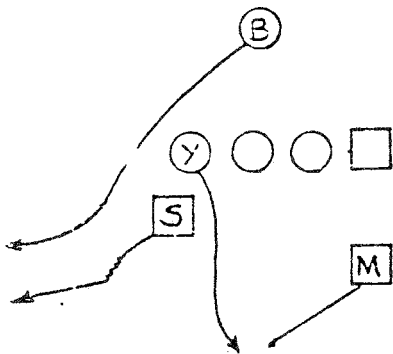
MAC: Can overrun the inside when Sam gives him a "Squeeze" call.

3) MAN TECHNIQUES:

1. TEAM WORK:

Two linebackers covering two receivers man-for-man. Both Linebackers will open up and start to drop to their outside. The outside LBer moving to the Slot and the inside LBer moving to the Hook. As the routes develop, both LBers will pick up the receiver that runs the routes into his area. When the Banjo is to the strongside against "Y" and "B", the release of "Y" will dictate the coverage.

C.P.: The outside LBer must be alert to get width slowly. He must be in a position to come back to the inside on double inside routes (Trail routes).



"Y" inside
Mac "Y" M/M
Stub "B" M/M

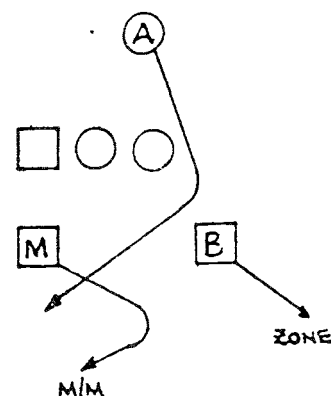
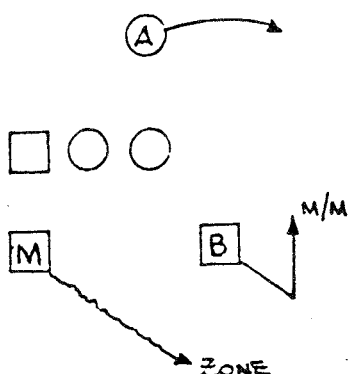
Double Inside Route

2. COMBO / FIELDER

Two LBers on one receiver. Both LBers start a zone drop to their outside. The outside LBER, starting towards the fan to flat area, and the inside LBER to the hook. The LBER will pick up the receiver as he enters into the drop zone.

Mac - Inside routes
Buck - Outside routes

C.P.: Outside backer will drop and come up on the flat or swing when the ball is thrown.

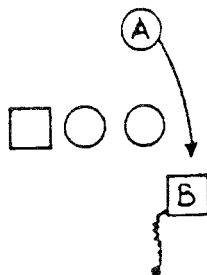


3. MAN/MAN

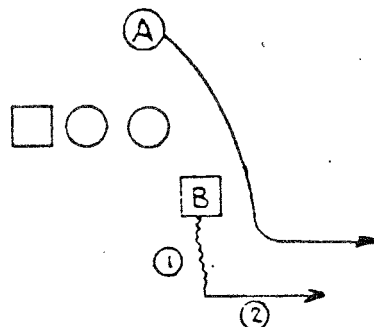
a) Outside Backer

Start to drop straight back in a back pedal. Keep the receiver slightly to your outside and not allowing him to get you in a head-up position. Continue to back pedal until the receiver either breaks inside or outside. When he has your 3-yard cushion, turn laterally and run with. With an inside position, do not turn your hips inside of any fakes, until the receiver is into his route. On all breaks, keep him slightly to your outside. If he is running a deep route (fan, circle up, etc.), you must eventually turn your back to enable you to run stride for stride with the receiver. Only look for the ball when he looks, and you hear, "BALL!" When you look for the ball, turn to your inside.

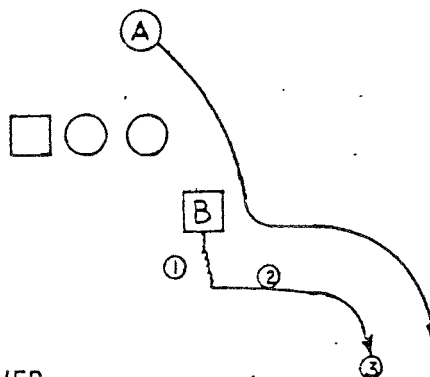
Step One - Back Pedal ... keep receiver to your outside.



Step Two - Lateral run -- outside break, keep receiver outside; inside break, keep receiver inside. Do not be wider than the receiver on an outside break.

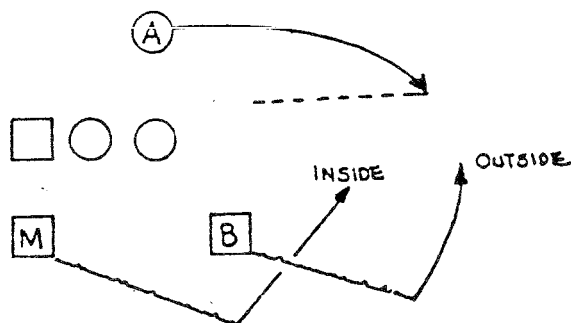


Step Three - If necessary, on deep routes, turn and run with your back to the L.O.S. Run side by side with the receiver, and turn inside to look for the ball when the receiver turns to catch it. DO NOT drift into the middle when you turn.



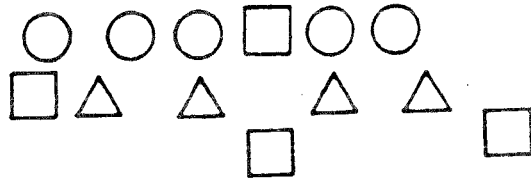
4. PLAYING THE BALL AND RECEIVER

- Attack the ball coming towards the L.O.S. and it's highest point.
- Drive on the ball always through the outside or upfield shoulder of the receiver. NO NOT come inside unless the interception is insured.
- Search the receiver by attempting to strip his arms away from his body to dislodge the ball.
- Inside position on ball thrown to your outside. Attack the receiver on a straight line. Anticipate your contain man turning the ball into you. If you take a deep pursuit angle, the receiver will cut up inside.

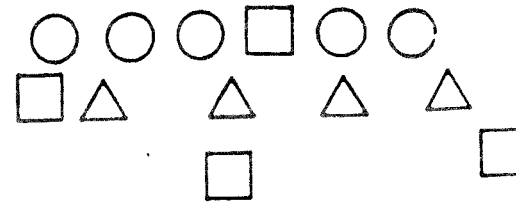


43 FRONTS & CHARGES

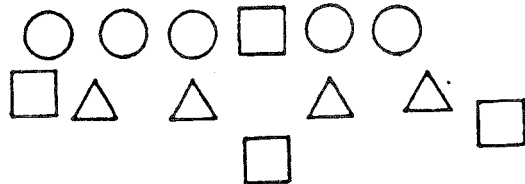
43 SPIKE



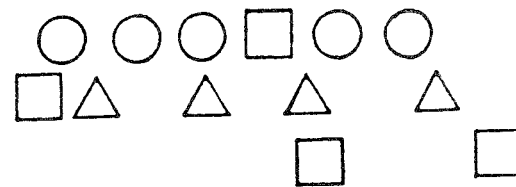
43 SPIKE GAP



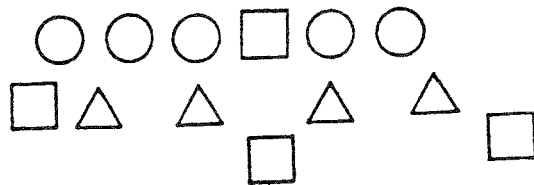
43 NAIL



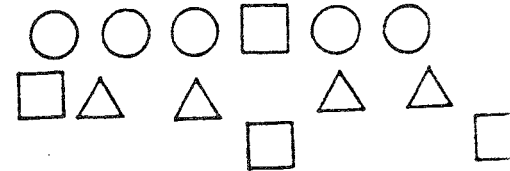
43 NAIL GAP



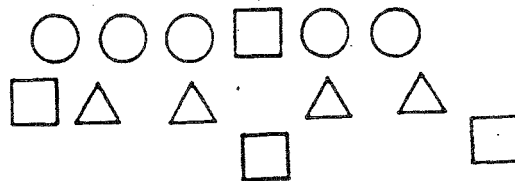
43 TITE



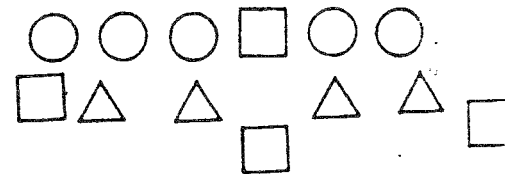
43 WIDE



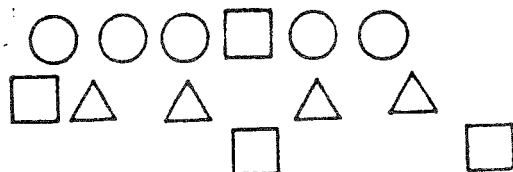
43 LOUIE



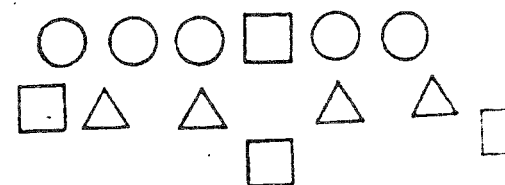
43 ROGER



43 ISX LIN

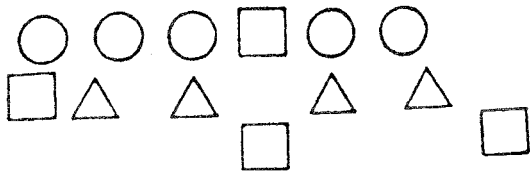


43 ISX RIC

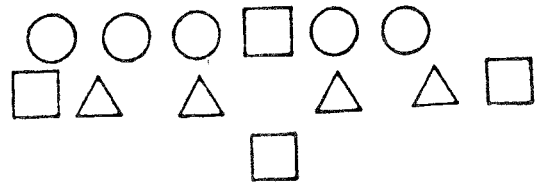


43 FRONTS & CHARGES

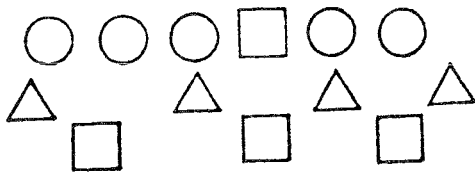
43 SUSIE



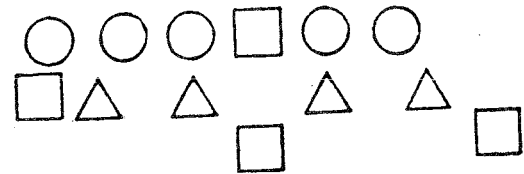
43 WILLIE



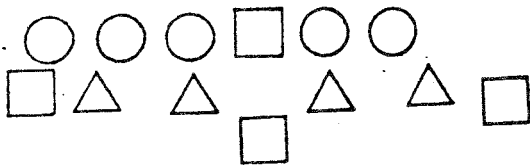
43 STUD & COLT



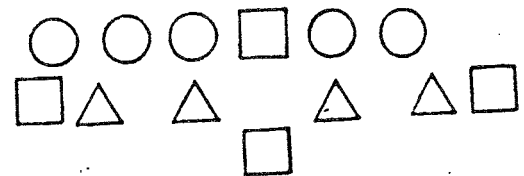
43 OX



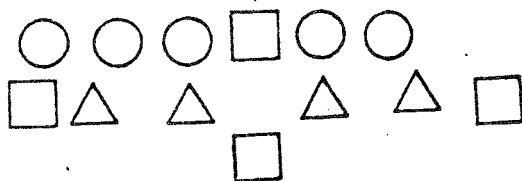
43 PINCH STRONG



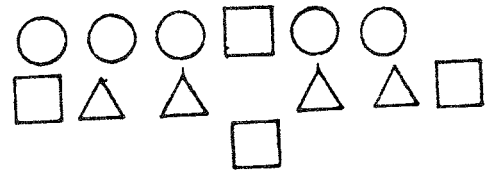
43 PINCH WEAK



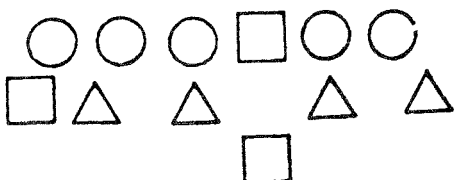
43 TITE INSIDE (Connie)



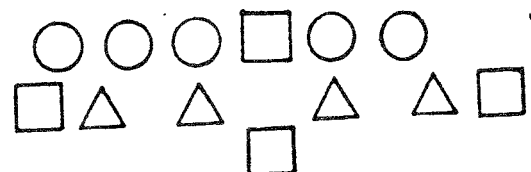
43 SOLID



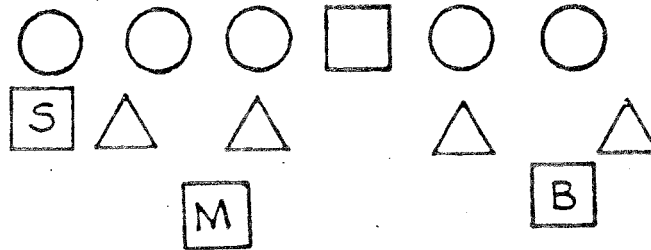
43 LES



43 ROD



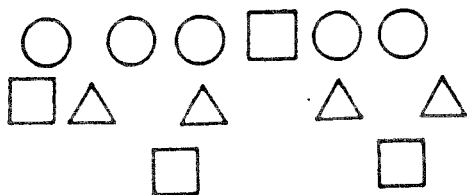
44 JET



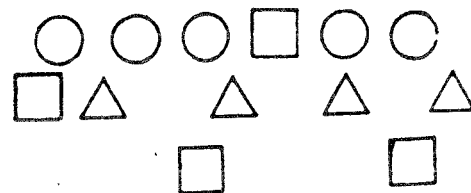
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	SAME AS 43		→
STRONG TACKLE	SAME AS 43	SAME AS 43	Primarily 0-1 hole strongside. Strong flow, cutback. Weak flow, cutback.
WEAK TACKLE	SAME AS 43		→
WEAK END	COLT ALIGNMENT	SAME AS 43	Primarily 8-9 hole weakside. 4-5 hole from outside in. Flow away, chase.
STUB	SAME AS 43		→
MAC	GUARD-TACKLE GAP	G THRU NEAR BACK	Primarily 4-5 hole strongside. Flow weak, cutback. Possible Ric or Lin call.
BUCK	COLT ALIGNMENT	T, NEAR BACK	Run to: Cutback (possible force 8-9 if OT blocks inside). Run Away: Pursuit.

44 FRONTS & CHARGES

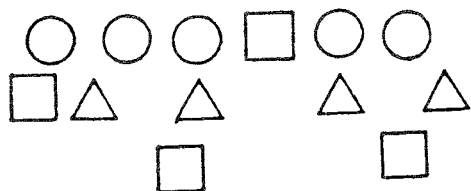
44 SPIKE



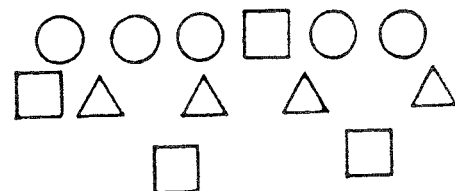
44 SPIKE GAP



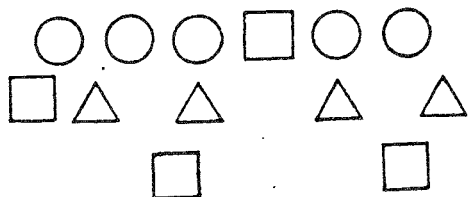
44 NAIL



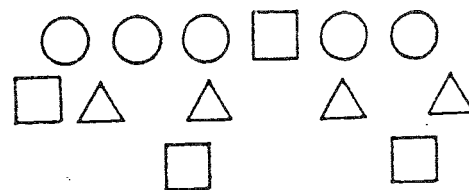
44 NAIL GAP



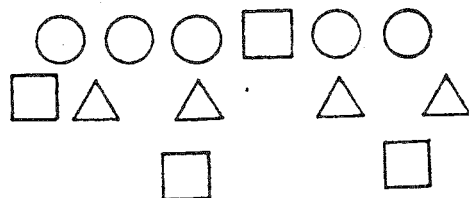
44 TITE



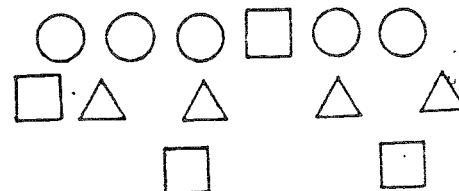
44 WIDE



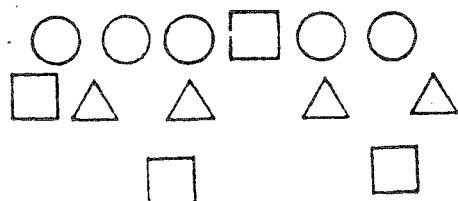
44 LOUIE



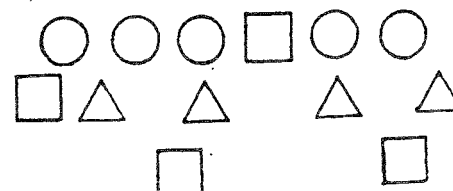
44 ROGER



44 ISX LIN

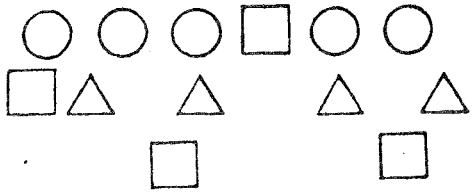


44 ISX RIC

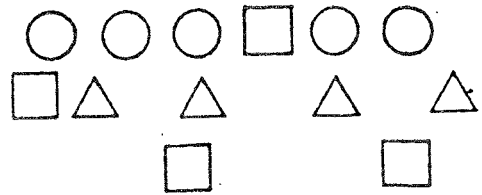


44 FRONTS & CHARGES

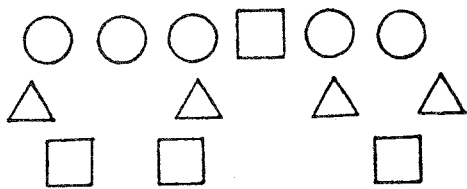
44 SUSIE



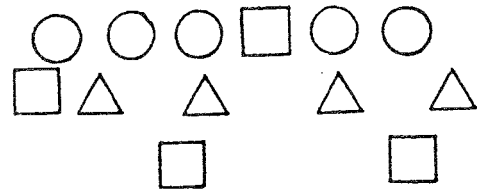
44 WILLIE



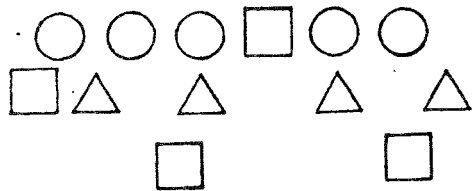
44 STUD



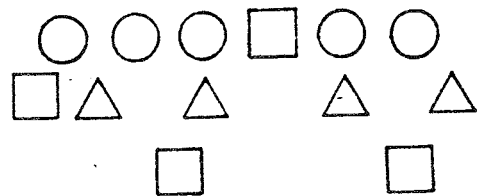
44 OX



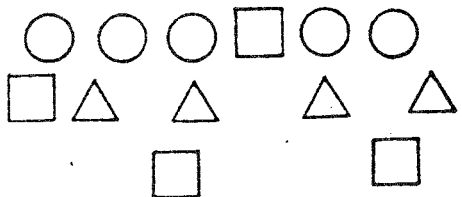
44 PINCH STRONG



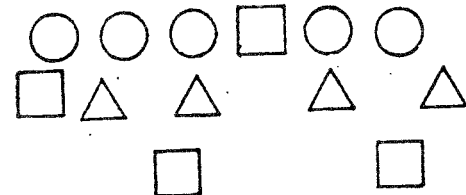
44 PINCH WEAK



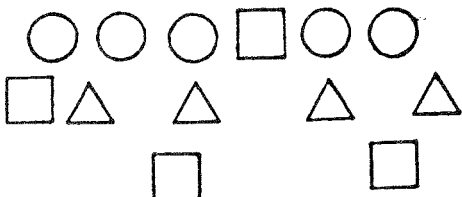
44 TITE INSIDE (Connie)



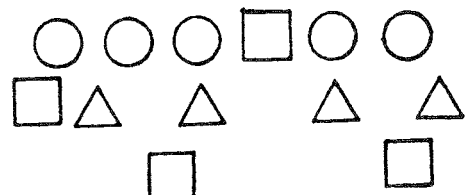
44 SOLID

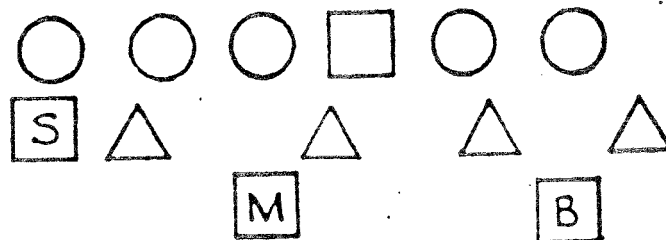


44 LES



44 ROD





CP: NOSE TACKLE - POSSIBLE REDUCE ON WEAKSIDE

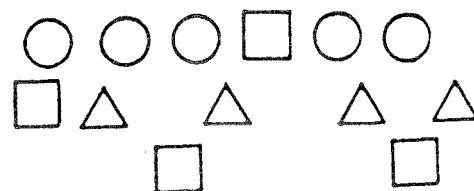
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	TIGHT OUTSIDE SHOULDER OT	Y,T,G, NEAR BACK BROWN = T	Primarily 6-7 hole strongside, squeeze 4-5 hole from outside, cutback. Flow away, pursuit.
STRONG TACKLE	STRONGSIDE SHOULDER OF OC	C, STR G	Primarily 0-1 hole strongside. Flow weak, slow pursuit.
WEAK TACKLE	OUTSIDE SHOULDER OG	T,G.	Primarily 4-5 hole weakside squeeze 0-1 hole, cutback. Flow away, pursuit.
WEAK END	COLT ALIGNMENT	T,G, NEAR BACK	Primarily 8-9 hole (Force). Close inside on inside blocking combinations. Flow away, chase.
STUB	SAME AS 43		Flow away, chase.
MAC	HEAD UP ON OG	G, NEAR BACK	Run To: 4-5 hole, cutback. Run Away: 0-1 weak, cutback.
BUCK	COLT ALIGNMENT	T, G, NEAR BACK	Run To: Outside blocking combinations, cutback. Inside blocking combination, 8-9 hole (Force). Run Away: Check 0-1 hole weak, cutback.

54 FRONTS & CHARGES

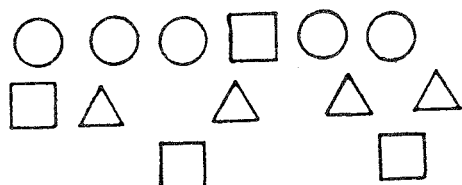
54 SPIKE



54 SPIKE GAP



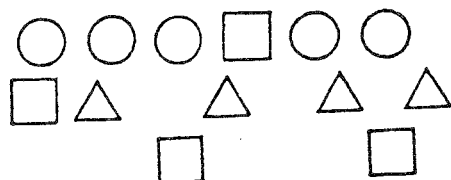
54 NAIL



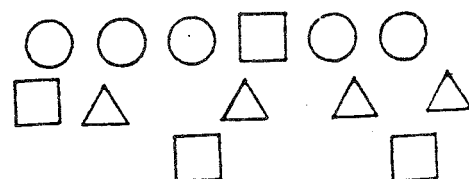
54 NAIL GAP



54 TITE



54 WIDE



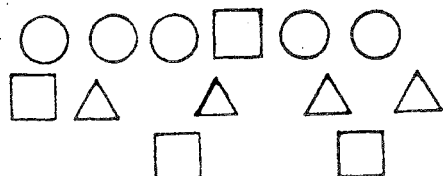
54 LOUIE



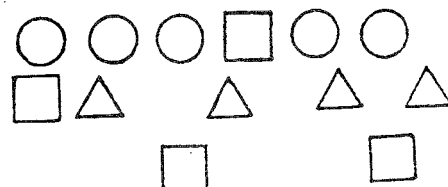
54 ROGER



54 ISX LIN



54 ISX RIC



54 FRONTS & CHARGES

54 SUSIE



54 WILLIE



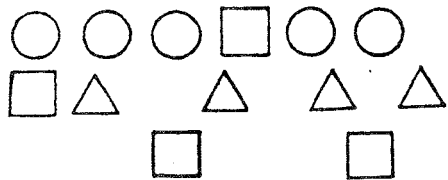
54 STUD & COLT



54 OX



54 PINCH STRONG



54 PINCH WEAK



54 TITE INSIDE (Connie



54 SOLID

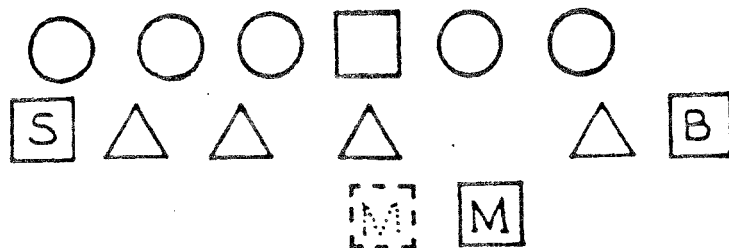


54 LES



54 ROD

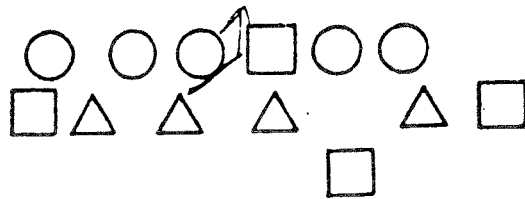




POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	OUTSIDE SHOULDER OT (Vary on Set)	Y,T,G	Primarily 6-7 hole strongside. Squeeze 4-5 hole strongside. 8-9 hole from inside out. Flow away, chase. Poc = Auto Pursuit (Stub Chase)
STRONG TACKLE	OUTSIDE SHOULDER OG (Vary on Set)	STRONG SET = T,G WEAK SET = G	Strong Set: Primarily 4-5 hole strongside. 6-7 hole from inside out. Weak Set: Same as 43 Jet.
WEAK TACKLE	HEAD ON OC	STRONG SET = WK G WEAK SET = C,G	Slant Technique. Strong Set: 0-1 hole weakside Weak Set: 0-1 hole strong and weak
WEAK END	OUTSIDE EYE OT	T,G, NEAR BACK	Primarily 4-5 hole from outside in. Flow strong, pursuit.
STUB	SAME AS 43		
MAC	STRONG SET = STACK WEAK SET = OUTSIDE SHADE OG	STRONG SET = ST G WEAK SET = WK G	Strong Set: 0-1 hole strongside, cutback. Weak Set: 4-5 hole weakside, cutback.
BUCK	FORCE	NEAR BACK, T,G	Run to: force 8-9 hole. Run Away: Chase

56 FRONTS & CHARGES

56 SPIKE



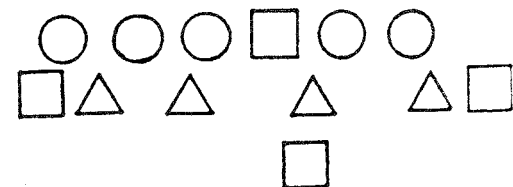
56 SPIKE GAP



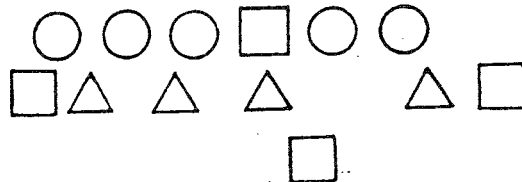
56 NAIL



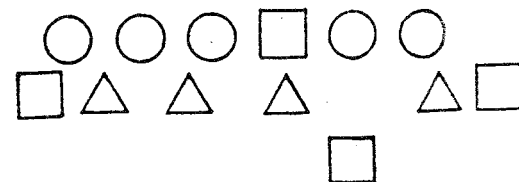
56 NAIL GAP



56 TITE



56 WIDE



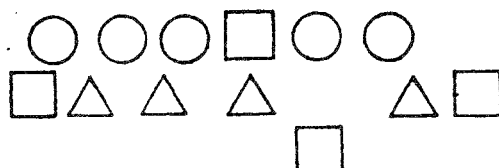
56 LOUIE



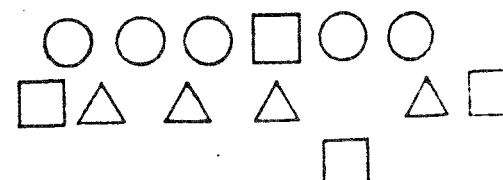
56 ROGER



56 ISX LIN

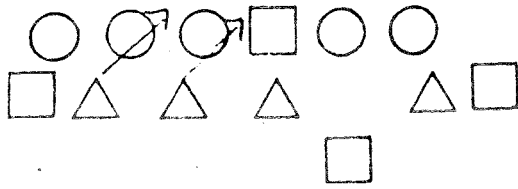


56 ISX RIC

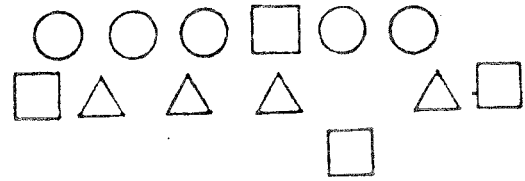


56 FRONTS & CHARGES

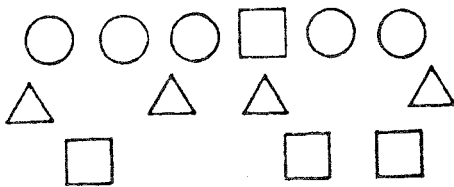
56 SUSIE



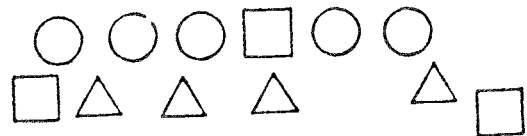
56 WILLIE



56 STUD & COLT



56 OX



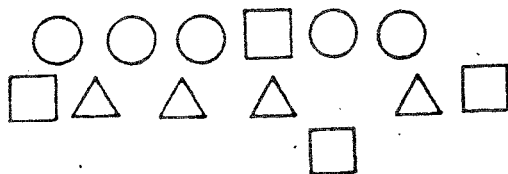
56 PINCH STRONG



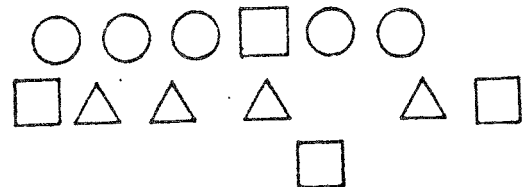
56 PINCH WEAK



56 TITE INSIDE



56 SOLID

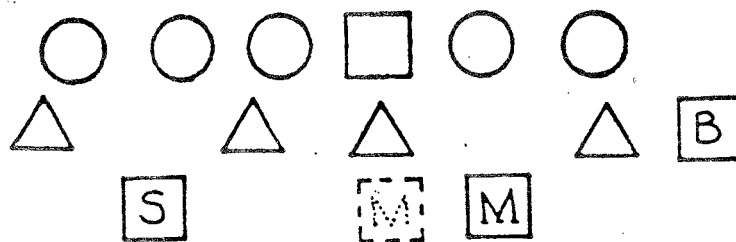


56 LES



56 ROD





POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	OUTSIDE SHOULDER OF "Y"	Y,G, NEAR BACK	Primarily 6-7 hole outside in. 8-9 hole from inside out. Get a piece of Y.
STRONG TACKLE	SAME AS 56		→
WEAK TACKLE	SAME AS 56		→
WEAK END	SAME AS 56		→
STUB	STUD POSITION	T,E,G NEAR BACK	Run to: 6-7 hole strongside, cut back. Run away: 0-1 hole strongside, cutback
MAC	SAME AS 56		→
BUCK	SAME AS 56		→

57 FRONTS & CHARGES

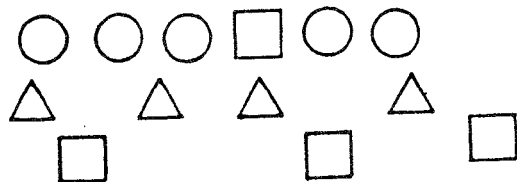
57 SPIKE



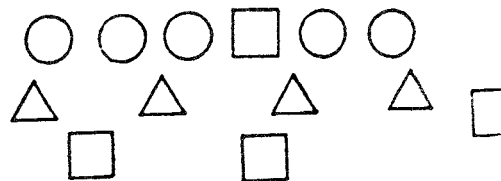
57 SPIKE GAP



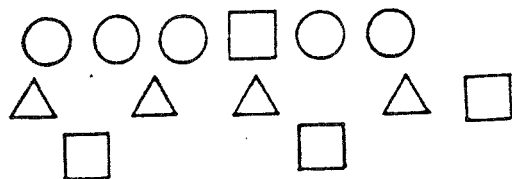
57 NAIL



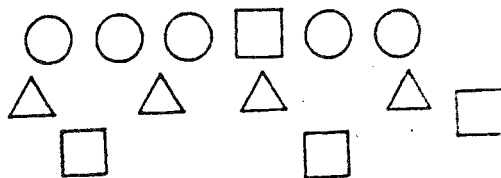
57 NAIL GAP



57 TITE



57 WIDE



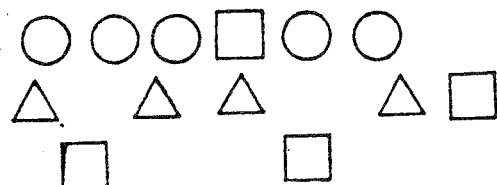
57 LOUIE



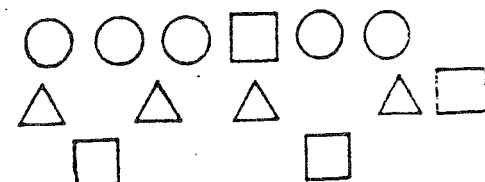
57 ROGER



57 ISX LIN



57 ISX RIC

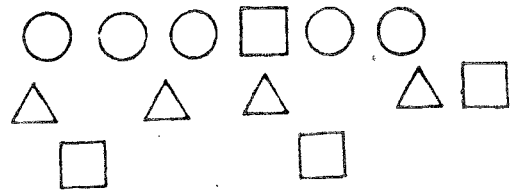


57 FRONTS & CHARGES

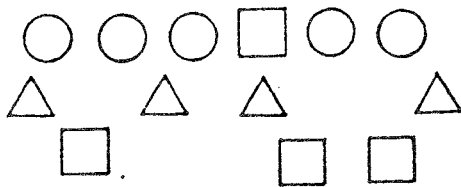
57 SUSIE



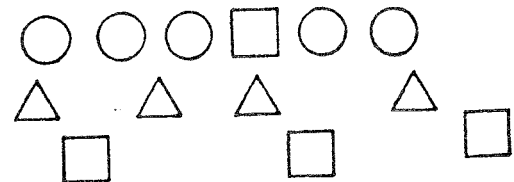
57 WILLIE



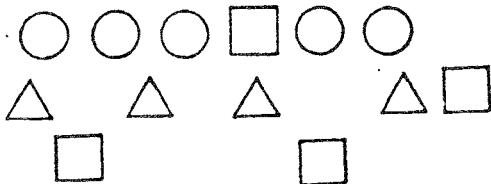
57 COLT



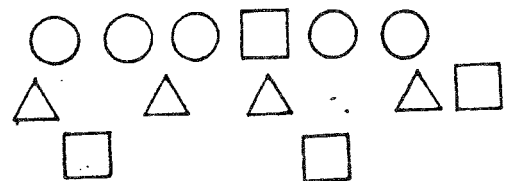
57 OX



57 PINCH STRONG



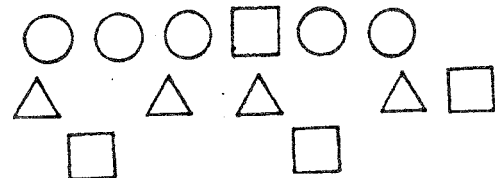
57 PINCH WEAK



57 TITE INSIDE (Connie)



57 SOLID

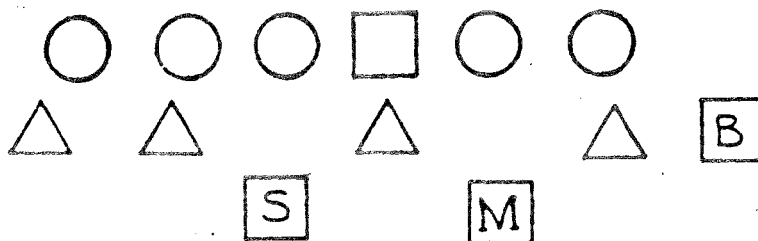


57 LES



57 ROD



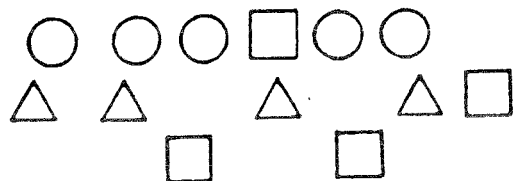


C.P.: POSSIBLE REDUCE TO 56

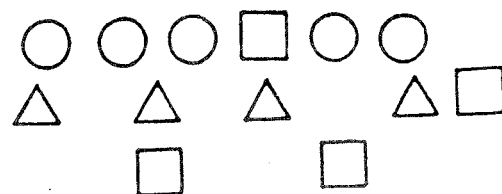
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	OUTSIDE SHOULDER "Y"	Y,G, NEAR BACK	Primarily 6-7 hole outside in. 8-9 hole from inside out.
STRONG TACKLE	TIGHT OUTSIDE SHOULDER OT	T,G, NEAR BACK	Primarily 4-5 hole strongside. 6-7 hole inside out. Flow weak, cutback.
WEAK TACKLE	HEAD ON OC	C,G'DS	Primarily 0-1 hole strong and weak; otherwise cutback.
WEAK END	OUTSIDE EYE OT	T,G, NEAR BACK	Primarily 4-5 hole from outside in. Flow strong, pursuit.
STUB	OUTSIDE SHADE OG	G	Run To: 4-5 hole strongside, cutback. Run Away: 0-1 hole strongside, cutback.
MAC	SAME AS STUB	G	Run To: 4-5 hole weakside, cutback. Run Away: 0-1 hole weakside, cutback.
BUCK	FORCE POSITION	NEAR BACK T	Run To: 8-9 hole weakside. Run Away: Chase.

53 FRONTS & CHARGES

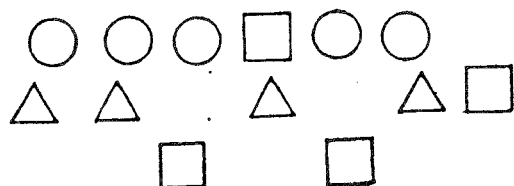
53 SPIKE



53 SPIKE GAP



53 NAIL



53 NAIL GAP



53 TITE



53 WIDE



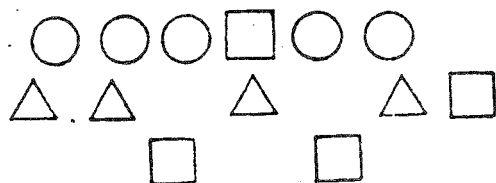
53 LOUIE



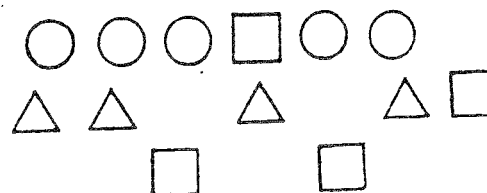
53 ROGER



53 ISX LIN

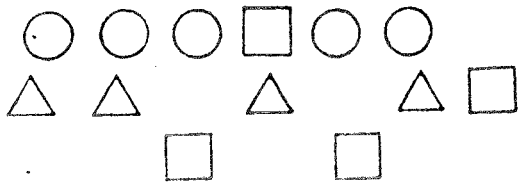


53 ISX RIC

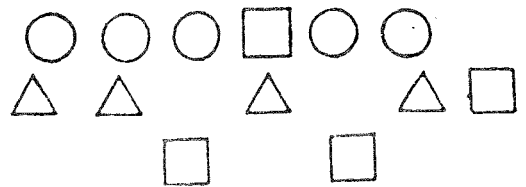


53 FRONTS & CHARGES

53 SUSIE



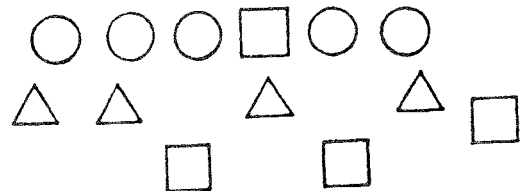
53 WILLIE



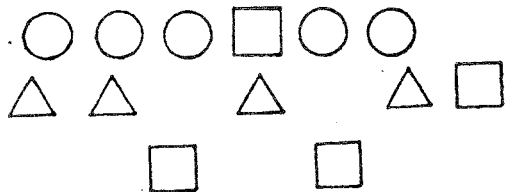
53 STUD & COLT



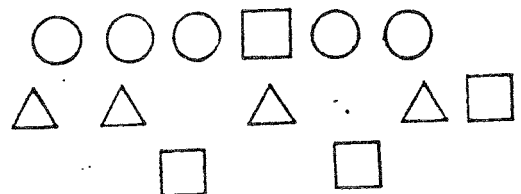
53 OX



53 PINCH STRONG



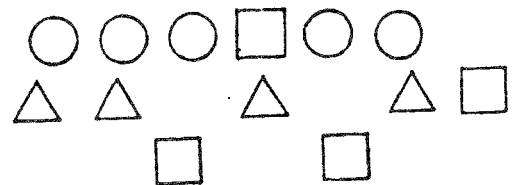
53 PINCH WEAK



53 TITE INSIDE



53 SOLID



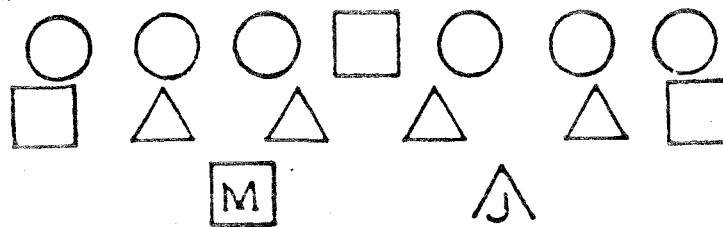
53 LES



53 ROD



61 GOAL LINE

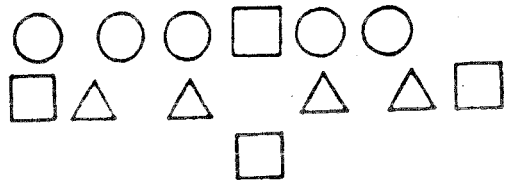


CP: Open End/Poc = Pinch for End
 Jumbo = DL Replace OLB
 62 = Backer Replaces Jill

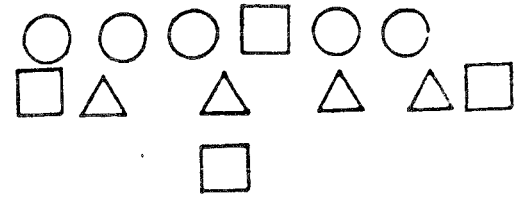
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	TIGHT POSITION ON OT	BALL	Primarily 6-7 hole strongside. Squeeze 4-5 hole strongside.
STRONG TACKLE	INSIDE EYE OG TO GAP	BALL & OC	Primarily 0-1 hole strongside.
WEAK TACKLE	INSIDE EYE OG TO GAP	BALL & OC	Primarily 0-1 hole weakside.
WEAK END	TIGHT POSITION ON OT	BALL	Primarily 6-7 hole weakside. Squeeze 4-5 hole weakside.
STRONG BU	TIGHT OUTSIDE POSITION ON "Y"	BALL & Y	Strongside 6-7 hole, cutback. Jam "Y" on inside release.
WEAK BU	TIGHT OUTSIDE POSITION ON "Y"	BALL & Y	Weakside 6-7 hole, cut back.
MAC	OUTSIDE EYE NEAR BACK OR STACK T (ON BROWN)	G THRU NEAR BACK	Fill on near back. Fill or scrape on angle of near back. Flow weak, 4-5 hole weak, cut back.
JILL	OUTSIDE EYE NEAR BACK OR STACK T (ON BLUE)	G THRU NEAR BACK	Fill on near back. Fill or scrape on angle of near back. Flow strong, 4-5 hole strong, cut back.

61 FRONTS & CHARGES

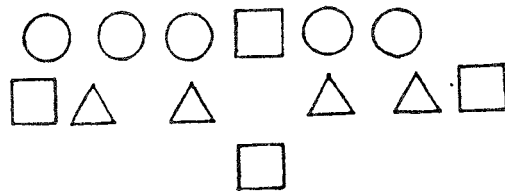
61 SPIKE



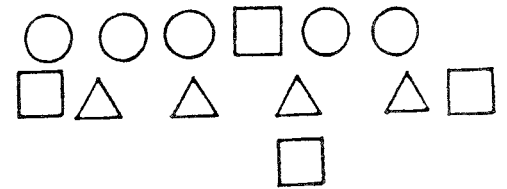
61 SPIKE GAP



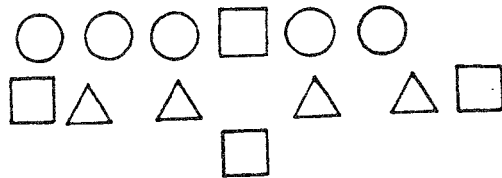
61 NAIL



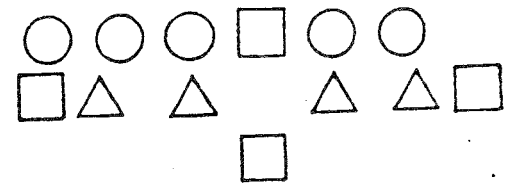
61 NAIL GAP



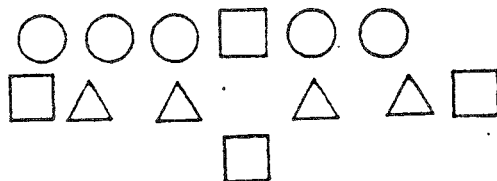
61 TITE



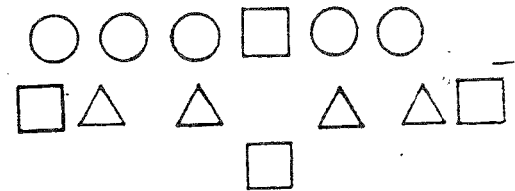
61 WIDE



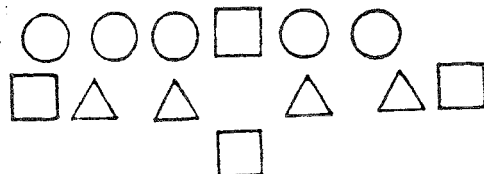
61 LOUIE



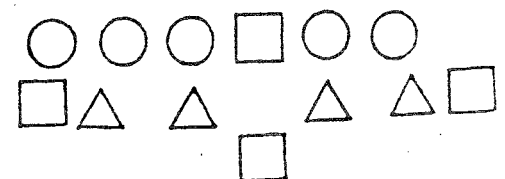
61 ROGER



61 ISX LIN

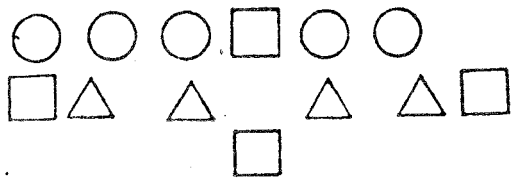


61 ISX RIC

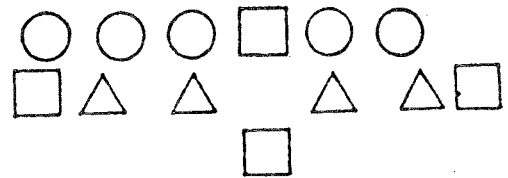


61 FRONTS & CHARGES

61 SUSIE



61 WILLIE



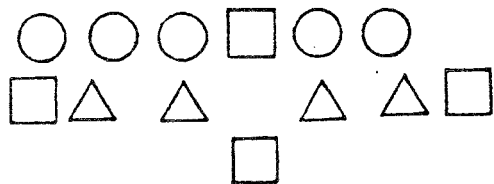
61 STUD & COLT



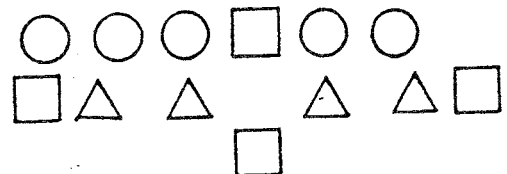
61 OX



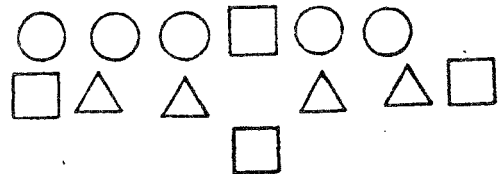
61 PINCH STRONG



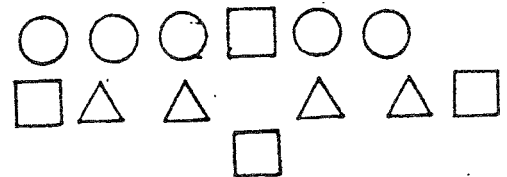
61 PINCH WEAK



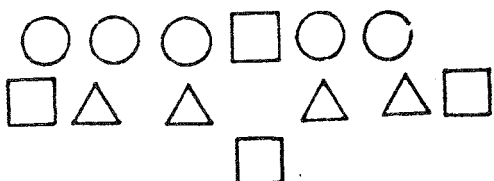
61 TITE INSIDE (Connie)



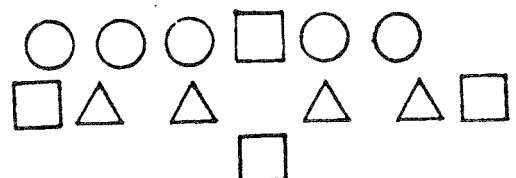
61 SOLID



61 LES



61 ROD



3-4 JET

1. STUB OR SHUT:

- A. Alignment - Outside shade of "Y".
- B. Key - "Y"
- C. Responsibility -- Flow to - 6 or 7 hole or cut back;
Flow away - Check for cutback, reverse then pursue.

2. MAC and MO (M and MO):

- A. Alignment - Outside shade of offensive guard -
2 1/2 yards off line of scrimmage.
- B. Key - Offensive guard thru to the back.
- C. Responsibility -- Flow to - 4 or 5 gap;
Flow away - Hold the hole.
- D. C.P. - Alignment will vary with the backfield set.

3. BUCK OR OPEN:

- A. Alignment - "F" location.
- B. Key - Lead Back to ball.
- C. Responsibility -- Flow to - Force
Flow away - Check for cutback and reverse then pursue.

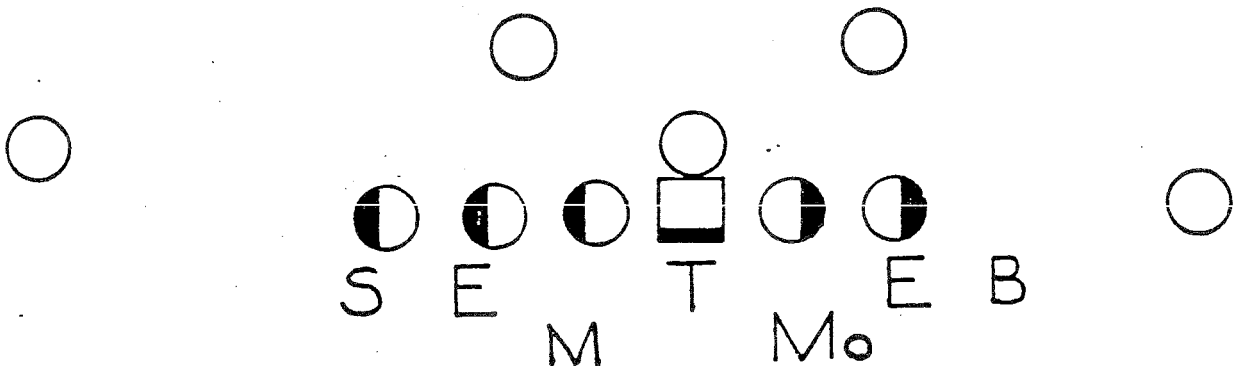
4. DEFENSIVE ENDS :

- A. Alignment - Outside eye of Tackle.
- B. Responsibility -- Flow away - Pursue.

5. NOSE MAN :

- A. Alignment - 2 Technique.

6. NOTE: Solid = 2 Technique by everyone.



3-4 RUSH

1. STUB OR SHUT:

- A. Alignment - Outside shoulder of "Y".
- B. Key - "Y".
- C. Responsibility - Flow to 6-7 hole, cutback;
Flow away - Cutback, pursue.
- D. C.P. - Be alert for inside trap or draw.

2. MAC and MO - Same as Jet.

3. BUCK OR OPEN - "HIP" position.

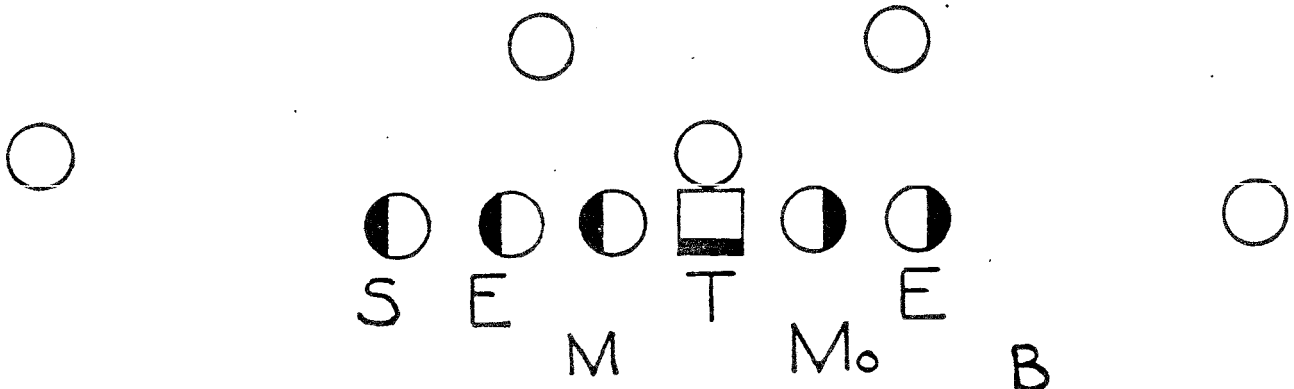
4. DEFENSIVE END:

- A. Alignment - Wide Rush Technique.
Flow away - Reverse Responsibilities.

5. NOSE MAN:

- A. Alignment - Rush Technique - Favor Weak.

6. Can call Lex or Rex change.



3-4 "CONNIE"

1. STUB OR SHUT:

- A. Alignment - Head up "Y"
- B. Key - "Y"
- C. Responsibility -- Flow to - 6 or 7 hole;
Flow away - Check for reverse then pursue.
- D. C.P. -
(1) Do not be turn out by "Y"
(2) Keep "Y" off Mac

2. MAC and MO:

- A. Alignment - Same as Jet.
- B. Key - Same as Jet.
- C. Responsibility -- Flow to - Scrape 8-9 hole;
Flow away - pursue - No Hold for Veer.
- D. C.P. - Can scrape inside of "Y". If "Stub" is fighting hook
block to outside and is stringing play out.

3. BUCK OR OPEN:

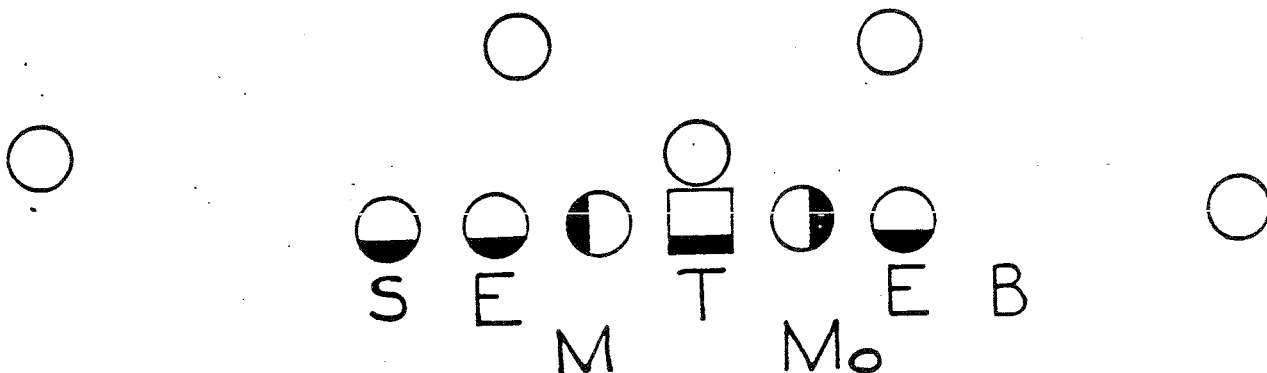
- A. Alignment - "F" position.
- B. Key - Near back.
- C. Responsibility -- Flow to - Force & contain.
Flow away - Check for reverse then pursue.

4. DEFENSIVE END:

- A. Alignment - Head up - Inside charge

5. NOSE MAN:

- A. Alignment - 2 Technique



SHUT I SLANT WEAK (Audible Coverage)

1. STUB OR SHUT:

- A. Alignment - Same as Jet.
- B. Key - Ball.
- C. Responsibility - Rush on snap.
- D. C.P. - Running down, rush thru "Y" - Flow toward - 6-7 Hole.
Flow Away - Check Reverse - Pursuit.

2. MAC - MO:

- A. Alignment - MAC - Same as Jet.
MO - Same as Jet.
- B. Key - MAC - Backfield Flow.
MO - Guard.
- C. Responsibility - MAC - Flow to Scrape 8-9 hole.
Flow away - 0-1 gap.
MO - Flow to 4-5 gap.
Flow away - Pursue.

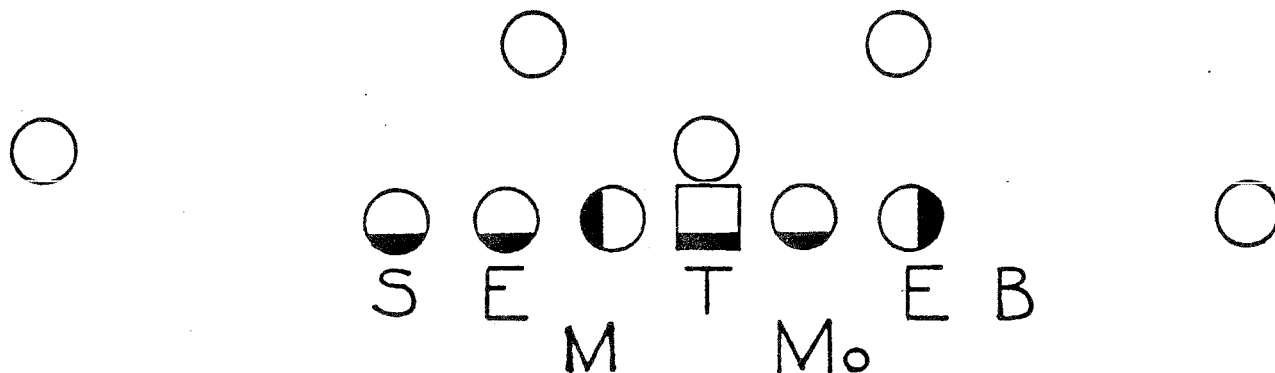
3. BUCK OR OPEN - Same as Jet flow away - pursue.

4. DEFENSIVE ENDS:

- A. Alignment - Strong End - Head Up - Connie Charge
Weak End - Same as Jet.

5. NOSE GUARD

- A. Alignment - Jet alignment - Go Rip or Liz to Weak Side.
"O" to "I" Hole - Pursuit.



OPEN I SLANT STRONG (Audible Coverage)

1. STUB OR SHUT - Same as Rush.

2. MAC & MO

A. Alignments - Same as Jet.

B. Key Mac - Guard
Mo - Backfield Flow

C. Responsibility Mac - Flow to - 4-5 gap
Flow away - Pursue
Mo - Flow to - 6-7 gap
Flow away - 0-1 gap

3. BUCK OR OPEN:

A. Alignment - Same as Jet.

B. Key - Ball

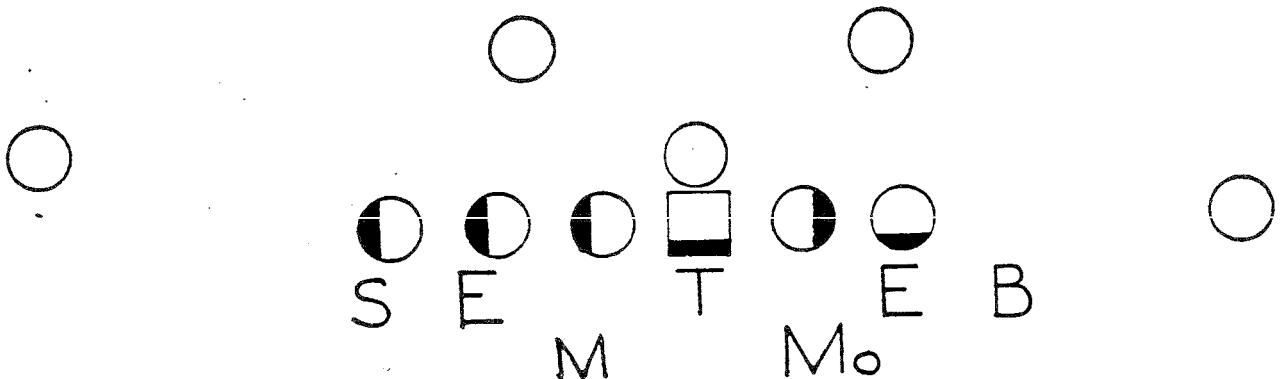
C. Responsibility - Rush on snap, Force on run toward -
Flow away - Check Reverse - Pursuit - Pass - Use Contain -
Rush!

4. DEFENSIVE ENDS:

A. Alignment -- Strong End - Jet alignment and charge.
Weak End - Head up alignment - Connie charge.

5. NOSE MAN:

A. Alignment - Jet alignment - Go Rip or Liz to Strong Side -
0-1 Hole - Pursuit.



1. STUB OR SHUT:

- A. Alignment - Same as "Connie".
- B. Rush same as "Connie".
- C. Responsibility - 6-7 Hole or Contain Pass Rush.

2. MAC:

- A. Alignment - Same as Jet.
- B. Key - Flow.
- C. Responsibility - Scrape 8-9 Hole on Flow to - Pursuit on flow away.

3. MO:

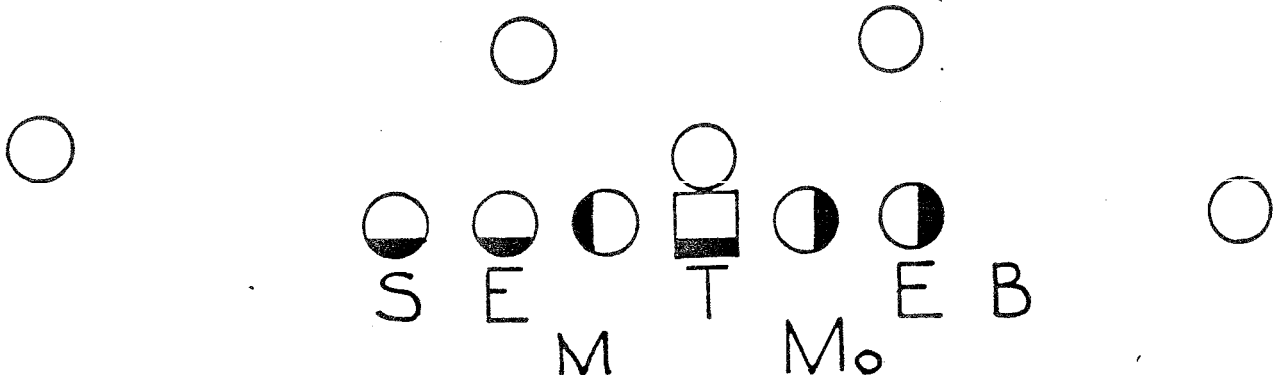
- A. Same as Jet.

4. BUCK OR OPEN:

- A. Same as Jet.

5. DEFENSIVE ENDS:

- A. Strong Side End - Head Up Alignment - Gap Charge.
- B. Weak Side End - Jet Alignment and Charge.

6. NOSE TACKLE - 2 Technique.

1. STUB OR SHUT:

- A. Alignment - Same as Jet.
- B. Key - "Y".
- C. Responsibility - Flow to - 6-7 Hole or Cut Back
Flow Away - Check for Cutback
and Reverse on Pursuit Course.

2. MAC

- A. Same as Jet.

3. MO:

- A. Alignment - Same as Jet.
- B. Key - Flow.
- C. Responsibility - Scrape 6-7 Hole - Flow Away - Pursuit. Possible Indian.

4. BUCK OR OPEN - Alignment - Normal.

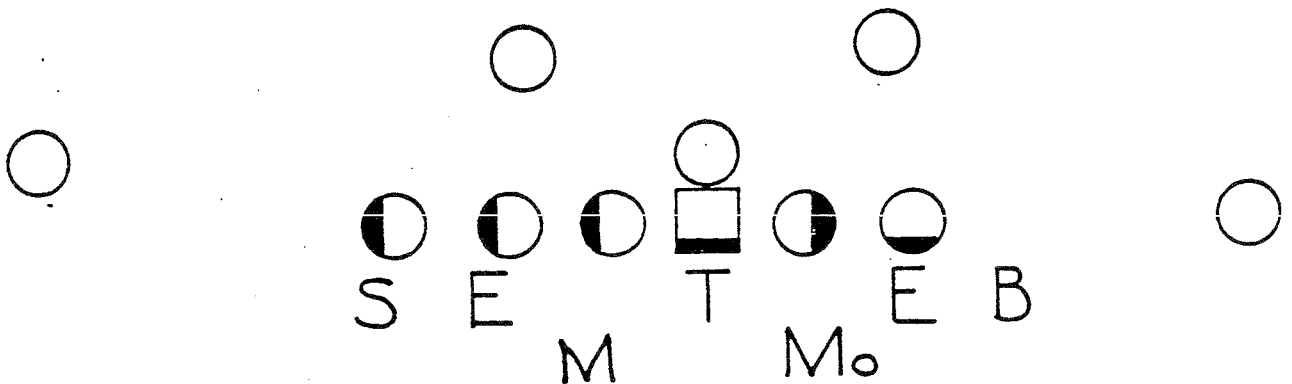
- A. Responsibility - Rush, force & contain. - Flow Away - Check Reverse -
Pursuit - Pass shows fight outside for contain.
Possible Indian.

5. DEFENSIVE ENDS:

- A. Weak Side End - Connie Alignment and Tight Charge.
- B. Strong Side End - Same as Jet.

6. NOSE TACKLE:

2 Technique



MAC RUSHES

STUB OR SHUT - Same as Jet.

MAC - Designated Rush.

MO - Same as Jet.

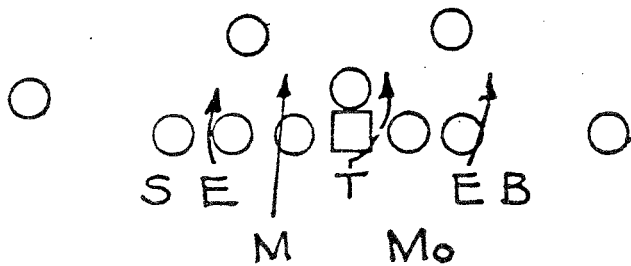
BUCK OR OPEN - Same as Jet.

DEFENSIVE ENDS - STRONG END - Same as Jet or Designated Rush (Strong Pinch)

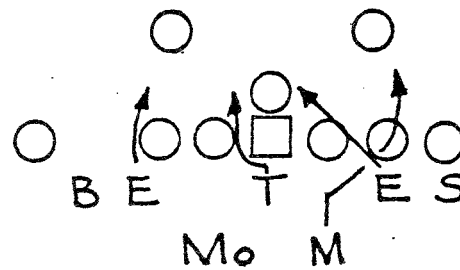
WEAK END - Same as Jet.

NOSE TACKLE - 2 Technique - Designated Rush (Rip or Liz).

C.P. - Nose Tackle If Pass Shows Rush to Side Away from Mac Rush.

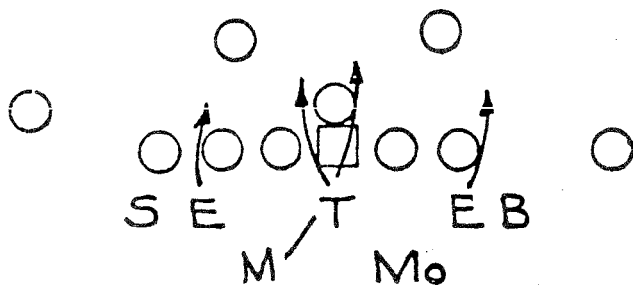


MAC I



STRONG PINCH

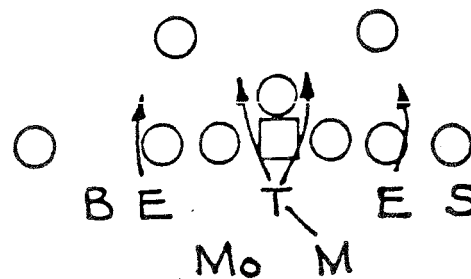
Possible Change



LIZ

29.

Possible Change



RIP

Possible Change

MO RUSHES

STUB OR SHUT - Same as Jet.

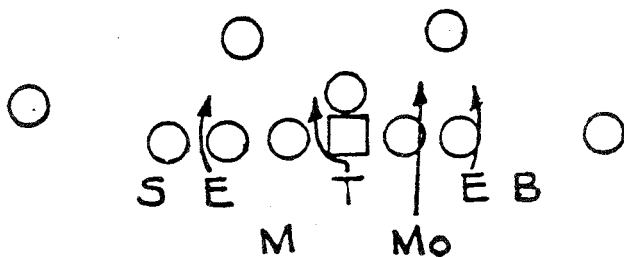
MAC - Same as Jet.

BUCK OR OPEN - Same as Jet.

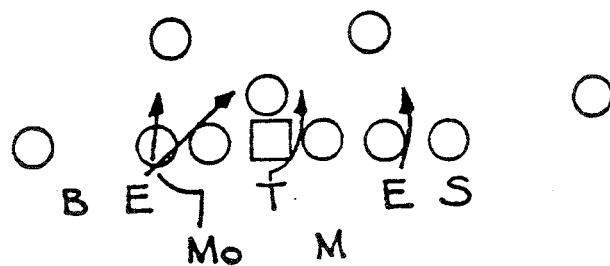
MO - Designated Rush.

DEFENSIVE ENDS - Strong - Same as Jet.
Weak - Same as Jet - Designated Rush (Weak Pinch)

NOSE TACKLE - 2 Technique - Designated Rush (Rip or Liz).
 C.P. - N.T. If pass Shows Rush to Side Away from Mo Rush.

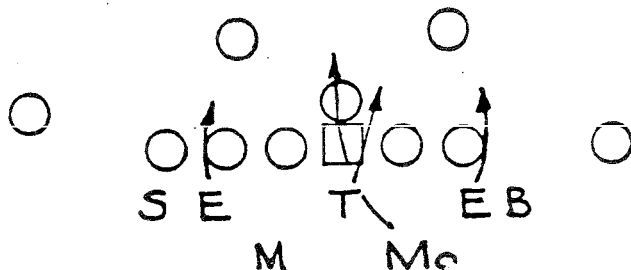


MO I



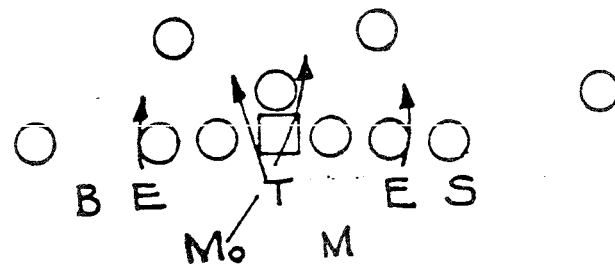
WEAK PINCH

Possible Change



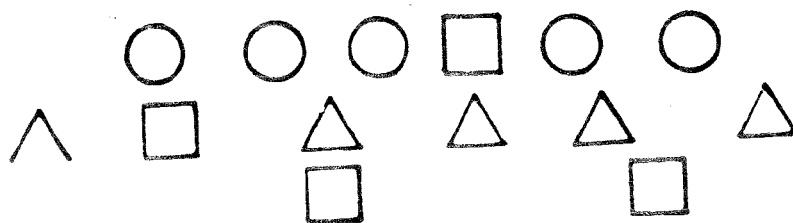
RIP

Possible Change

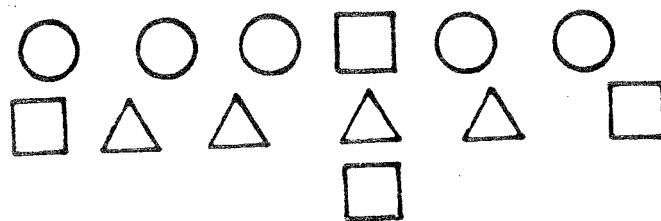


LIZ

Possible Change



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	OUTSIDE SHOULDER O.G.	T, G	Primarily 4-5 hole strongside 6-7 hole from inside out. Squeeze 0-1 hole. Pursuit
STRONG TACKLE	HEAD ON O.C.	C, G	"2" Technique 0-1 hole strong and weak
WEAK TACKLE	OUTSIDE SHOULDER O.G.	T, G	Primarily 4-5 hole weakside 6-7 hole from inside out. Squeeze 0-1 hole. Pursuit
WEAK END	COLT ALIGNMENT	T, G NEAR BACK	Primarily 8-9 hole weak. (Force) Close inside on inside blocking combinations. Flow away, chase
STUB (SHUT)	INSIDE EYE T.E.	TE	Jam TE- no inside release cutback; 6-7 hole chase
MAC	STACK BEHIND DE OR OVER OT.	Gd THRU TO BACK	Scrape cutback area 0-1 on flow strong
BUCK (OPEN)	COLT ALIGNMENT	T, G NEAR BACK	RUN TO: Outside blocking combinat- ion, cutback. Inside blocking combination, 8-9 hole (Force) RUN AWAY: Check 0-1 hole weak, cutback.
SAI	ON L.O.S.	TE -NEAR BACK	SAM Force



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	OUTSIDE SHOULDER O.T.	Y, T, G	Primarily 6-7 hole strongside. Squeeze 4-5 hole strongside 6-9 hole from inside out. Flow away, chase. "Poc" = Automatic Pursuit (Stub chase).
STRONG TACKLE	OUTSIDE SHOULDER O.G.	T, G	Primarily 4-5 hole strongside. 6-7 hole from inside out. Squeeze 0-1 hole. Pursuit.
WEAK TACKLE	HEAD ON O. C	C, G	"2" Technique- can use Rip/Liz 0-1 hole strong and weak.
WEAK END	OUTSIDE SHOULDER O.G.	T, G	Primarily 4-5 hole weakside 6-7 hole from inside out Squeeze 0-1 hole. Pursuit
STUB (SHUT)	SAME AS 43	SAME AS 43	Same as 43
MAC	STACK	STRONG GD-RIP/ LIZ FLOW - SOLID	Flow inside out Strong Gd pull weak = 0-1
BUCK (OPEN)	FORCE	NEAR BACK T,G	RUN TO: Force 8-9 hole RUN AWAY: Chase

DOGS & BLITZES -- BASIC INFORMATION

TYPES OF DOGS AND THEIR PURPOSE:

A) Run Dogs - Used to attack the running game.

1. With penetration from the Dog, we can break up blocking combinations on running plays.
2. Dogging Linebackers and stunting Linemen cause confusion in blocking assignments and make Offensive linemen less aggressive because of their hesitancy.
3. The penetration we get from our Dogs will give us "Big Plays" as we will be able to tackle ball carriers for losses.
4. With Dogs, we are able to attack offensive tendencies in the running game and make us stronger at the point of attack.

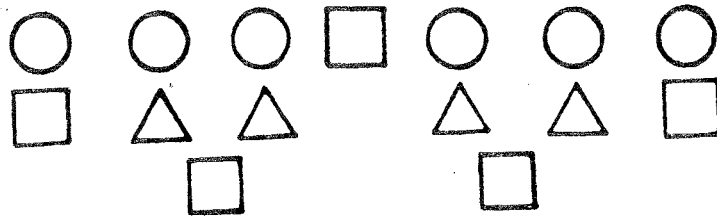
B) Pass Dogs - Used to attack the passing game.

1. To pressure or sack the Quarterback.
2. To cause confusion in pass protection assignments.
3. To keep the passing game off balance by forcing opponents to use maximum protection with their blocking.

ESSENTIALS WHEN DOGGING:

- * BALL
- A) Get off quickly on the snap--to beat the blocker, to get to your area of responsibility, and to get penetration.
 - B) Make the proper charge to the correct hole. We must have every gap covered or the offense may get a big play. The secondary is instrumental in run support.
 - C) Read your keys as you Dog and react accordingly. It is important that you are able to react quickly to your keys and possibly adjust or change the direction of your charge quickly.
 - D) Once you recognize the play, you must take a quick and proper pursuit angle to the ball, to prevent big plays by the offense.
 - E) Dog aggressively but with good body control so you can react, change direction, and be in position to take on blockers, and tackle the ball carrier. Do not tip Dogs.
 - F) Vs. a pass, maintain proper rush lanes. It is a must that the players responsible for contain keep the QB inside. Inside pressure from the Dog will force the QB wide and outside the pocket.

44 GOAL LINE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	HEAD ON O.T.	BALL	DEPENDS ON CHARGE CALLED
STRONG TACKLE	HEAD ON O.G.	BALL	DEPENDS ON CHARGE CALLED
WEAK TACKLE	HEAD ON O.G.	BALL	DEPENDS ON CHARGE CALLED
WEAK END	HEAD ON O.T.	BALL	DEPENDS ON CHARGE CALLED
SHUT BACKERS	HEAD ON T.E.	BALL	DEPENDS ON CHARGE CALLED
INSIDE BACKERS	DEPENDS ON SET	BALL O.G. to NB.	DOG HOLE DICTATED BY CHARGE FLOW INSIDE OUT RESPECT Gd PULLS

DETERMINING STRENGTH FOR DOGS:

In our Dog scheme, the strength of the formation is determined by the TE. The side to which the TE aligns is the strong side and the side opposite is the weak side.

DOG FORCE RULES:

- A) Strong side (TE & Flanker) - The force will be Stub unless there is not a Near Back, then it can be Sam.
- B) Near Weak Side - The force will be You unless there is not a Near Back, then it can be Me.

DOG COVERAGE RULES:

- A) SAM - Cover the TE on your side M/M. Automatic Combo coverage vs. strong flood with Jill. Possible "S" with Stub. Possible Key with Jill vs. Slot.
- B) JILL - Play Key or Combo depending upon which Linebackers are Dogging and/or the offensive formation.
 - 1. Combo (strong coverage), or Key (weak coverage) based on which LB's involved in blitz.
 - a) Stub/Mack - Combo (Smack Dog)
 - b) Buck/Mack - Key (Open Wide Blow)
 - c) 2D - Key (HB) unless Mac is aligned to the Weak Side, then play Combo
- 2. Automatic Combo coverage vs. strong flood. (In/Out Y) } Slots will be just the opposite.
- C) LINEBACKERS:
 - 1. Stub & Buck
 - a) If not Dogging, cover the Back to your side M/M.
 - b) If Dogging, apply the 2nd Back rule if you are the contain man.
 - 2. Mac - If not Dogging, cover the Backs toward the TE M/M (or the FB) vs. Red formation; the Back aligned in the Fullback position vs. Brown, Blue and I formations. An exception to this is: If you are aligned to the weak side, cover the Back aligned to your side in Red formation and the first back out to your side in I formation.
- D) DEFENSIVE ENDS - When you are the Ox man in a Dog and LB to your side is Dogging, apply your 2nd back rule. No 2B with 2D.

E) ONE-MAN BACKFIELD:

1. Weak Safety adjust:

- a) Vs. Trips - Combo.
- b) Vs. Ace - Key
- c) Defensive Ends, Stub, and Buck use 2nd Back rule on remaining Back.

F) MOTION:

- 1. Back Motion - Adjust to Combo or Key. Possible audible.
- 2. "Z" / Slot Motion - Secondary runs with motion.
Dogs = run it.
- 3. Back motion with blitzes = Audible.

GENERAL TERMS:

- A) Green Dog - A Dog by a defender who is responsible to absorb a Near Back to his side, or cover him if he releases into a pattern.
- B) Second Back Rule - Used by Outside LB or Defensive End when contain man in a Dog to cover:
 - 1. 2nd Back to their side on a flood or
 - 2. Man aligned in the FB position in Brown/Blue formations,
 - 3. Remaining Back in one Back sets.
 - 4. Backer use UP if remaining Back is in the Near position.
 - 5. Spy - Defensive End 2nd Back responsibility. Absorb 1st Back if he sets to block.
 - 6. UP CALL - Outside LBer Green Dog Near Back in a one-Back set (no OX).

SINGLE BACKER DOGS:

Will be designated as Stub I or Shut I. For example: Can possibly be played with Fielder Coverage.

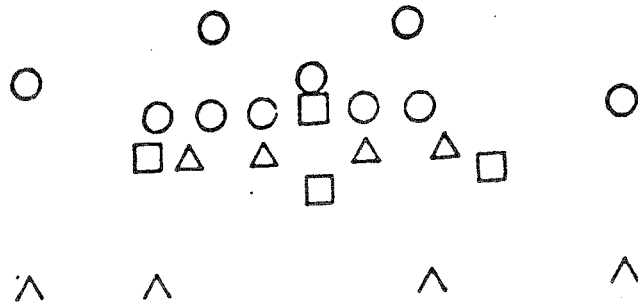
BLITZES:

Involve secondary. Ends will have Spy rule.

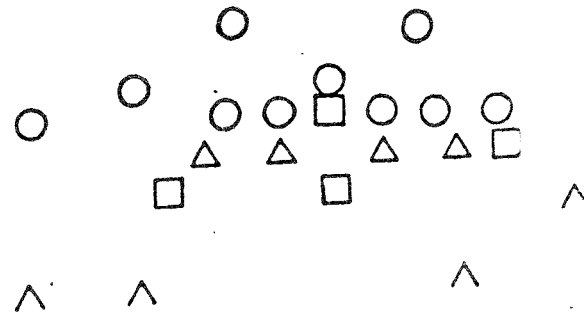
"RULE OF THUMB" FOR DOG COVERAGE

1. LB'S NOT DOGGING -- GREEN DOG IF COVERAGE DOESN'T COME.
2. JILL MUST SEARCH MAN WHEN HE BLOCKS, UNLESS THE DEFENSIVE
END IS USING A SPY TECHNIQUE.
3. MUST ALWAYS MAINTAIN RUSH LANES AND CONTAIN.

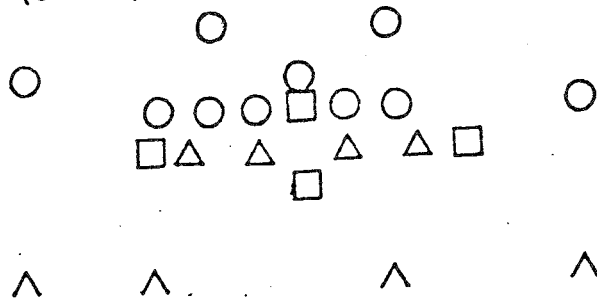
43 MAC I SPIKE



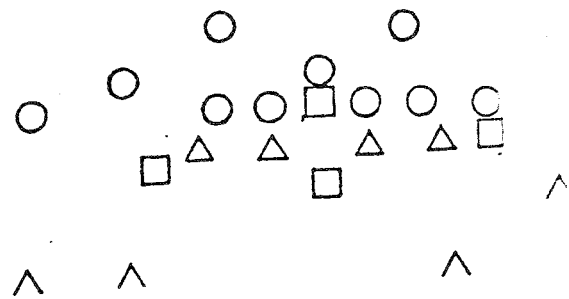
VS. SLOT



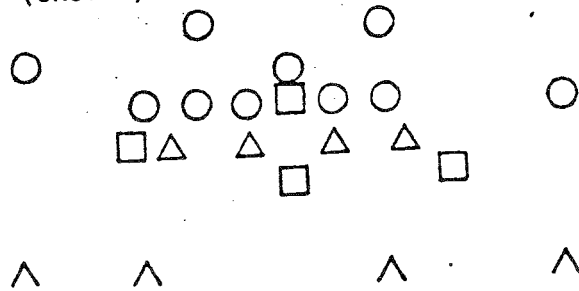
43 BUCK I WILLIE
(OPEN I)



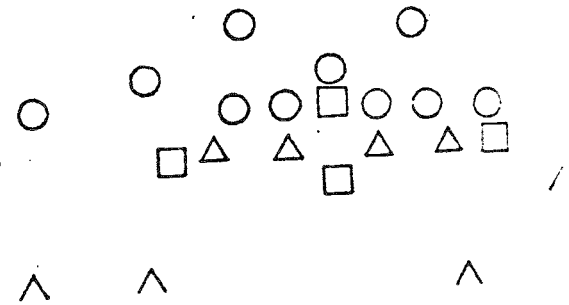
SHUT I SUSIE



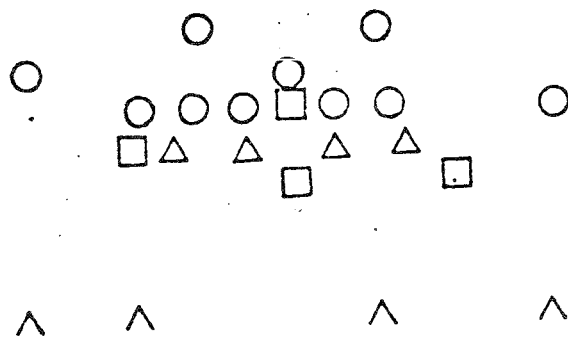
43 STUB I SUSIE
(SHUT I)



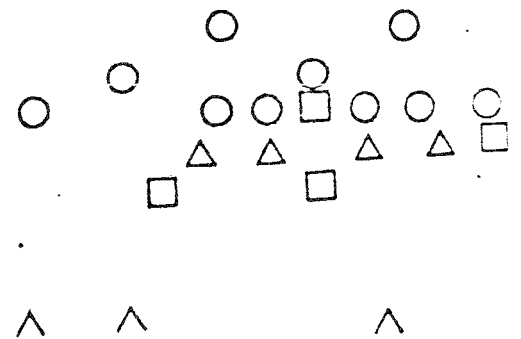
OPEN I WILLIE



43 MAC I ISX

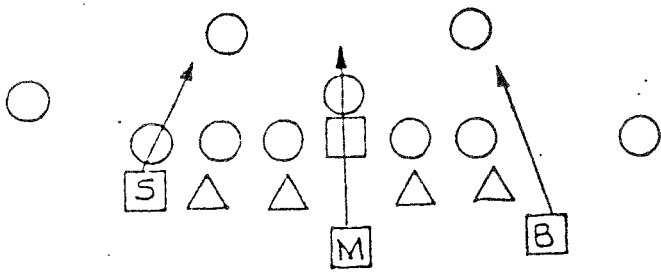


VS. SLOT



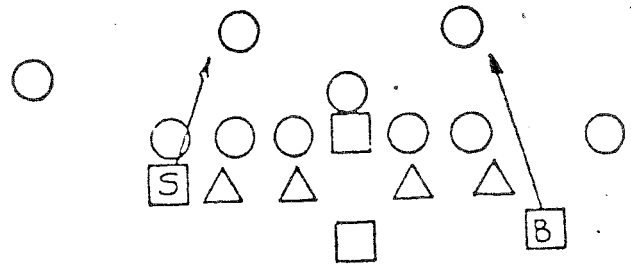
DOGGING CONTROL

SINGLE DOG



(SHUT) (OPEN)
STUB "I" or MAC "I" or BUCK "I"

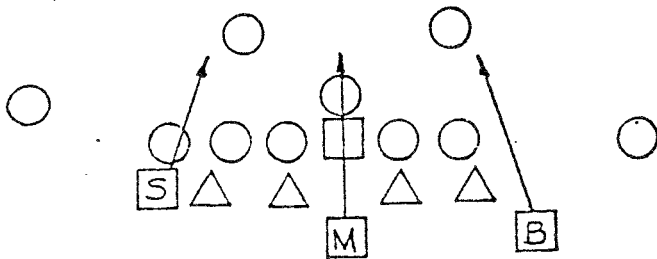
2 D (Stub-Buck Dog)



(SHUT) (OPEN)
STUB and BUCK

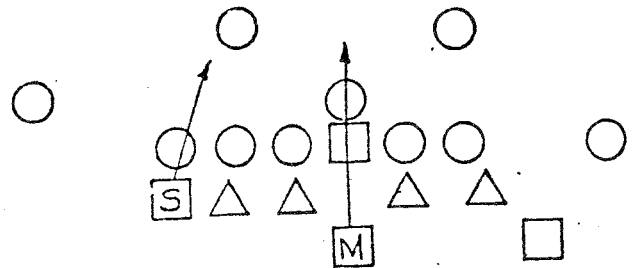
NOTE: SHOWN FROM 43, BUT CAN BE RUN FROM ALL FRONTS & CHARGES

3-D (All 3 BU's) *Fire*



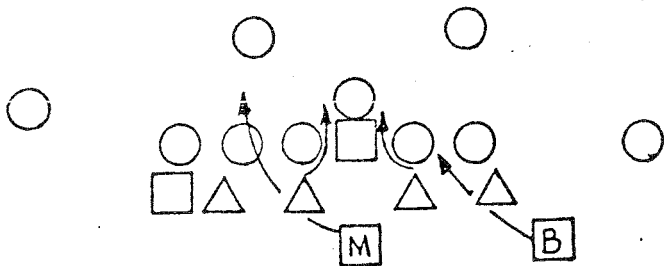
STUB MAC and BUCK

SHACK DOG (Shut-Mac Dog)



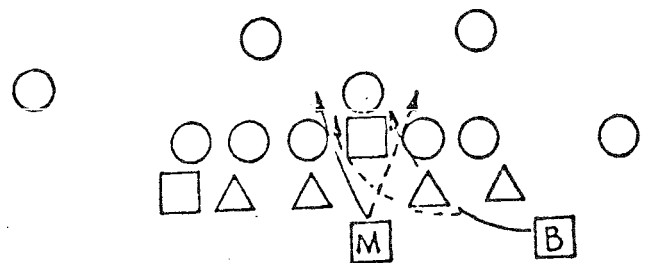
(SHUT) STUB and MAC

OPEN TITE BLAST DOG (Mac-Open Dog)



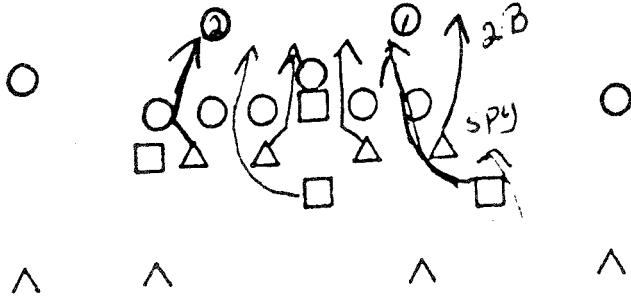
MAC and BUCK (OPEN)

OPEN WIDE BLOW DOG (Mac-Open Dog)



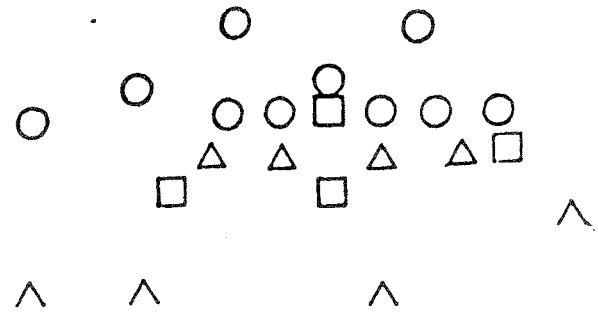
MAC and BUCK (OPEN)

43 OPEN TITE BLAST

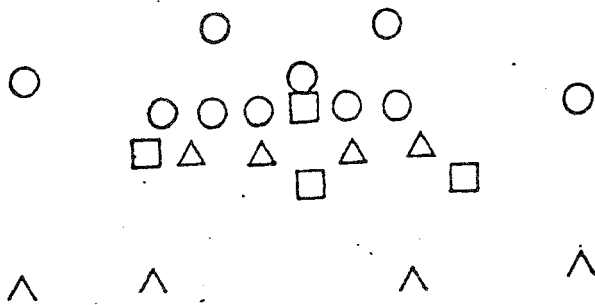


Screens & Delays

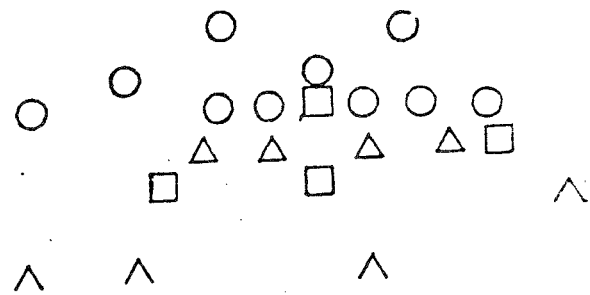
VS. SLOT



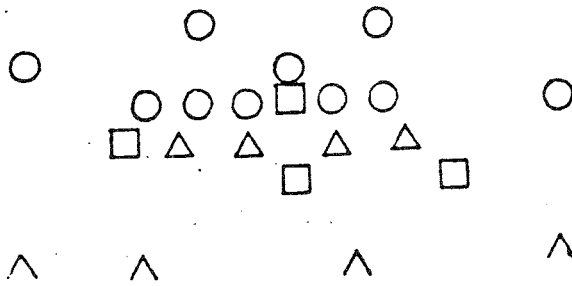
43 OPEN WIDE BLOW



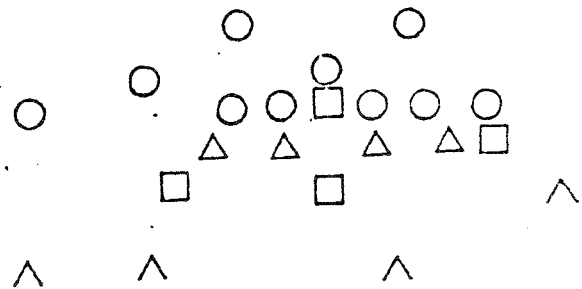
VS. SLOT



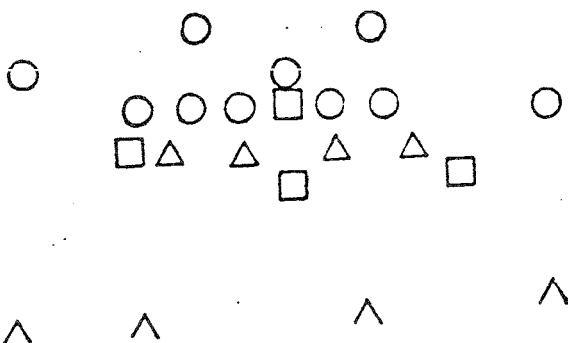
43 SMACK



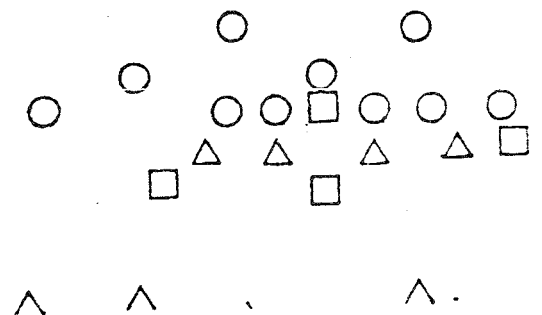
VS. SLOT



43 MOB

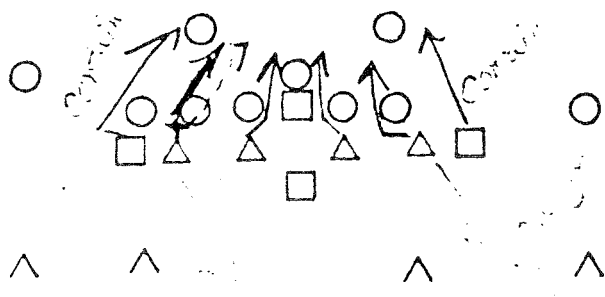


VS. SLOT

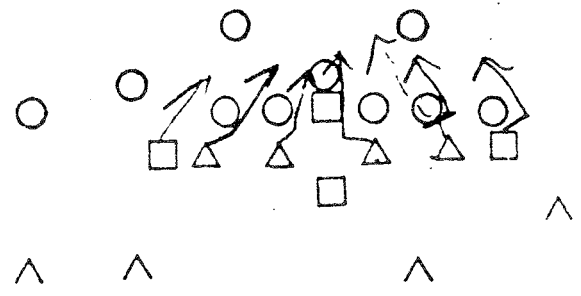


Pass show Inside Line
(SF)

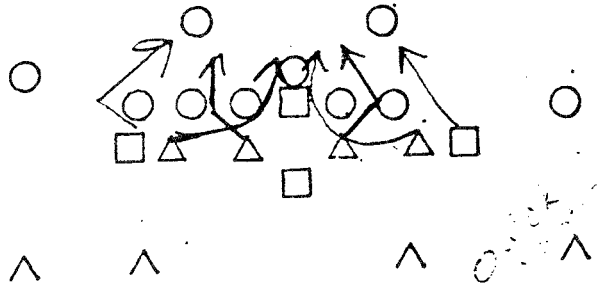
43 TITE 2D



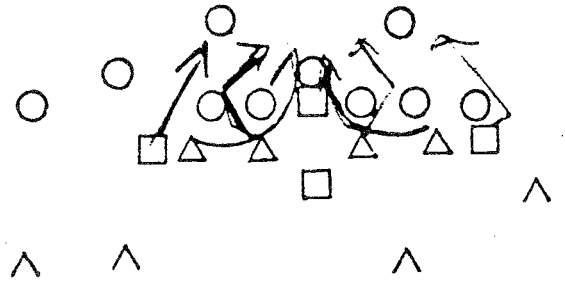
VS SLOT



43 TEX 2D

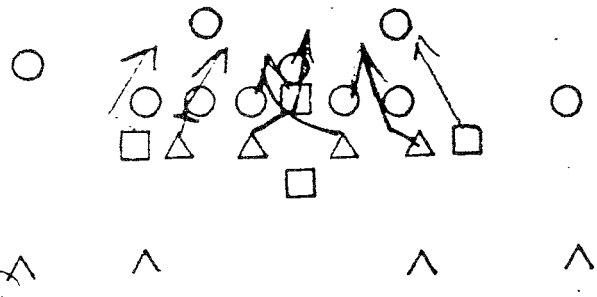


VS SLOT

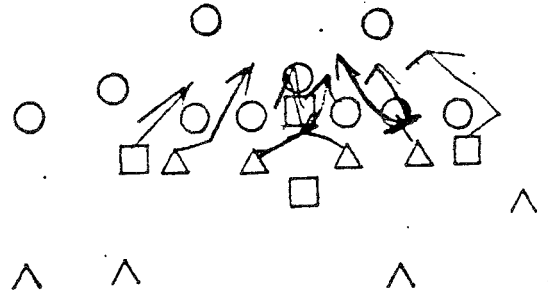


43 ISX 2D

Pass Inside Line
(SF)

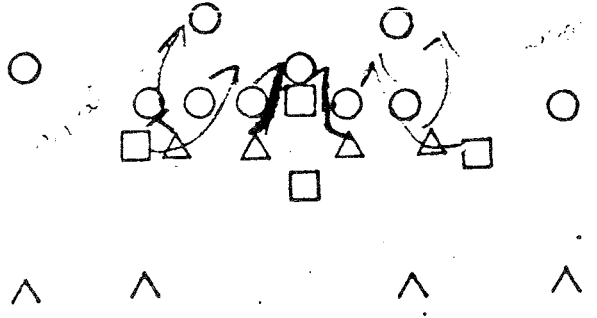


VS SLOT



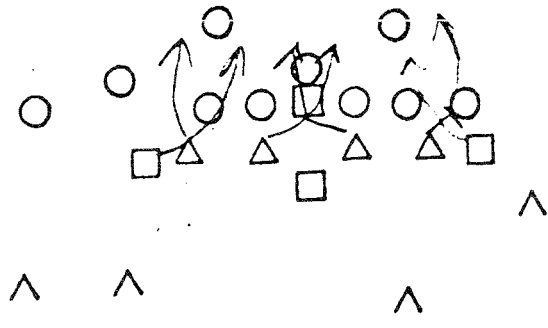
43 - 2D SOX-0X

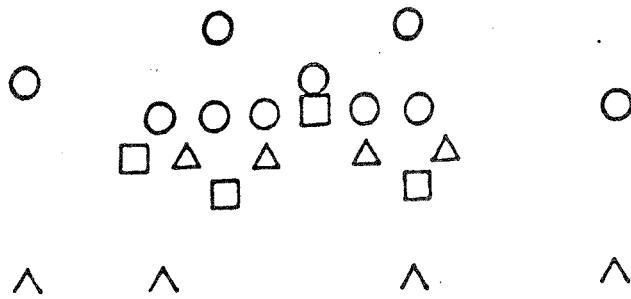
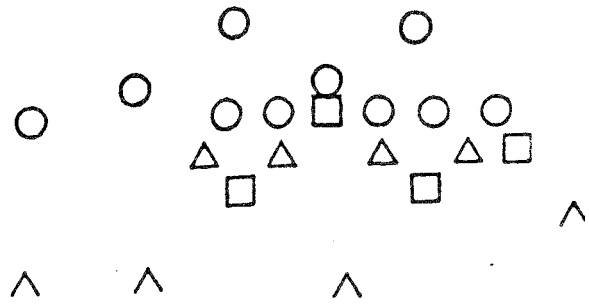
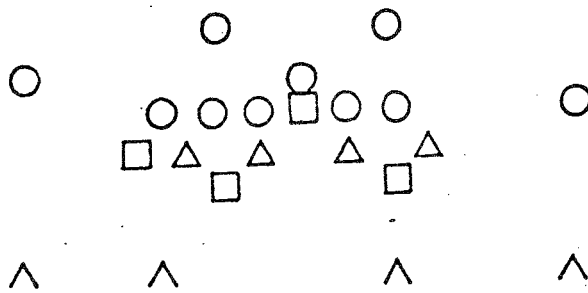
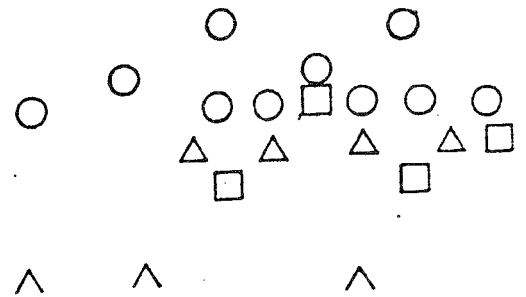
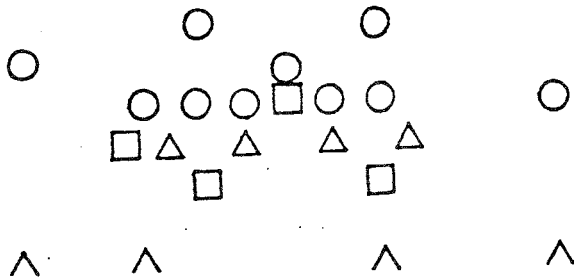
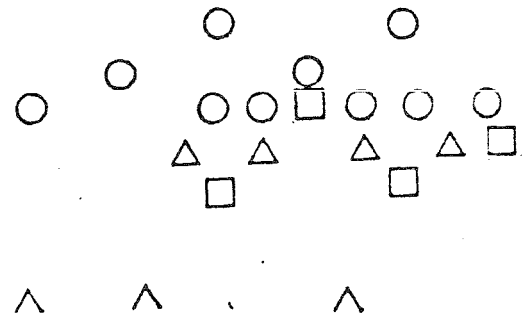
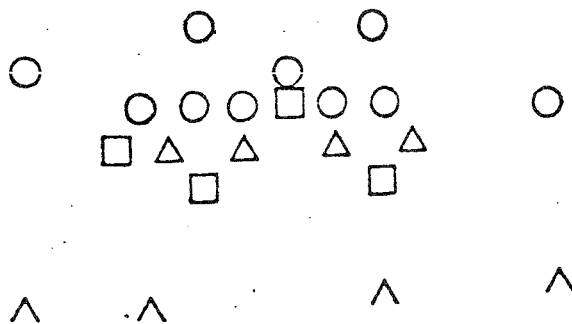
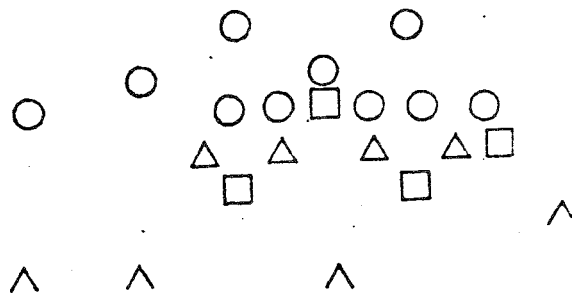
43 TITE 2D SOX (66)



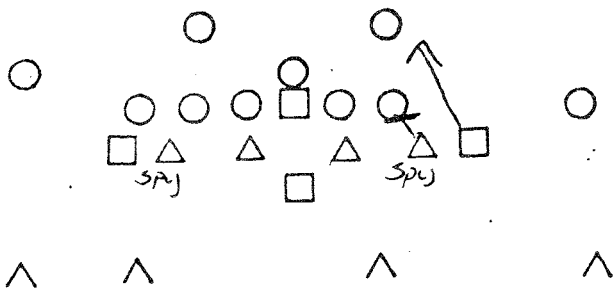
2D ISX SOX-0X

(66 SOX)

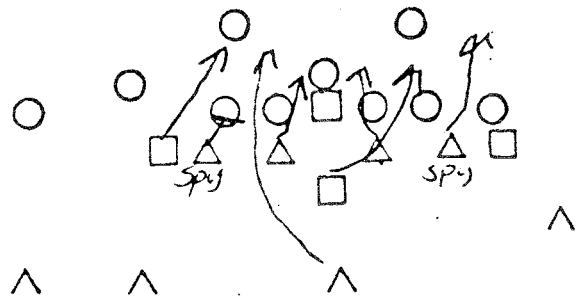


44 OPEN TITE BLASTVS. SLOT44 OPEN WIDE BLOWVS. SLOT44 TITE 2DVS. SLOT

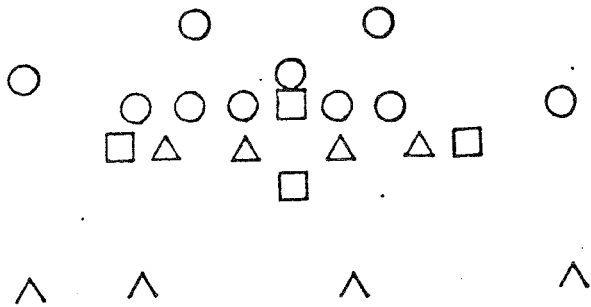
43 TITE JILL THUNDER



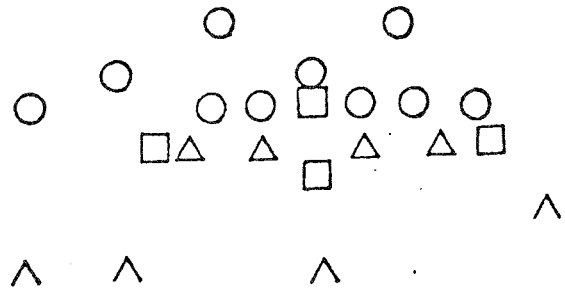
VS. SLOT



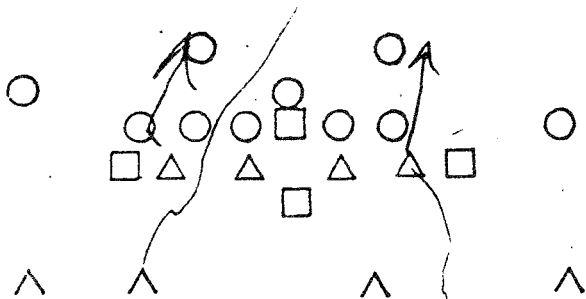
*43 TITE JILL LIGHTNING



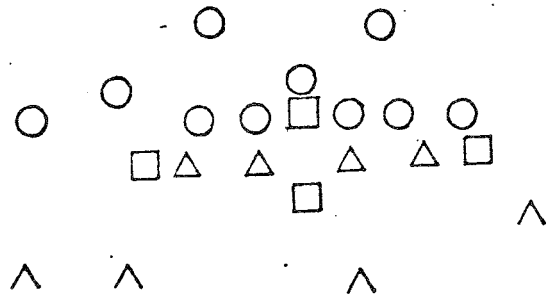
VS. SLOT.



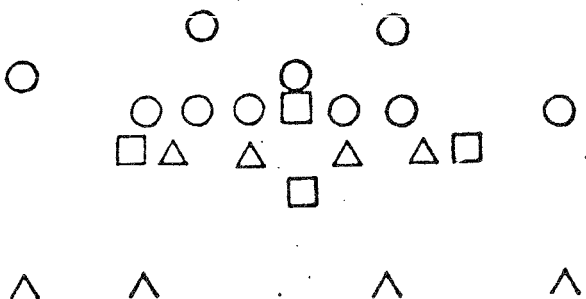
*43 TITE SAM THUNDER



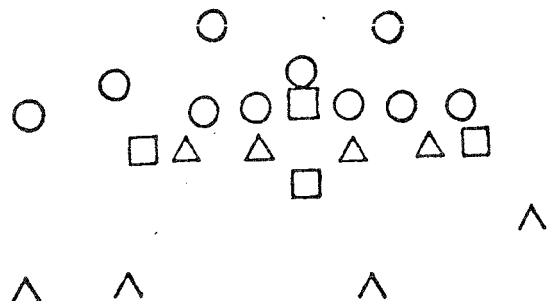
VS. SLOT



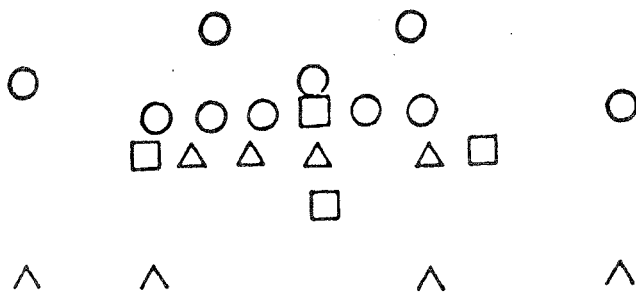
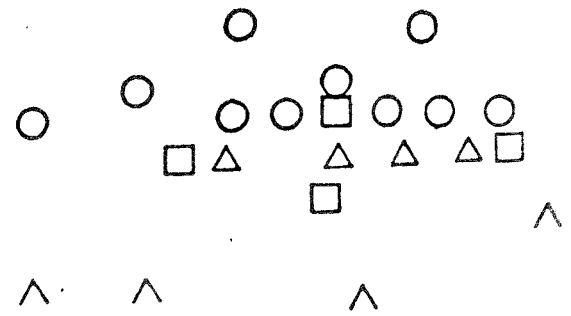
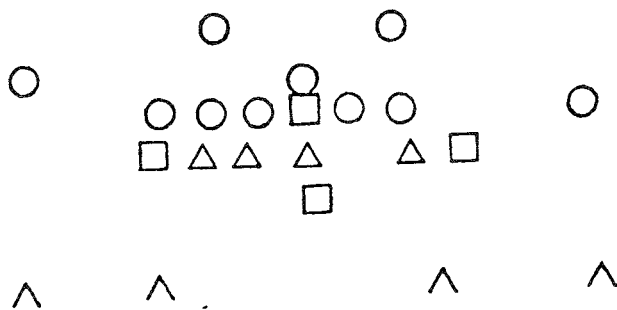
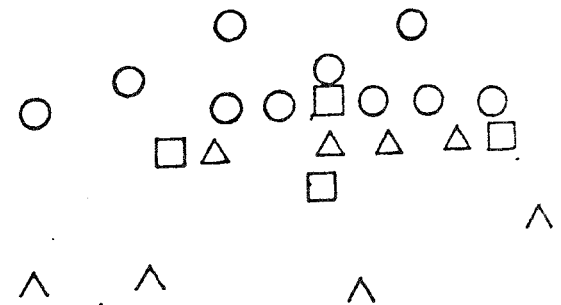
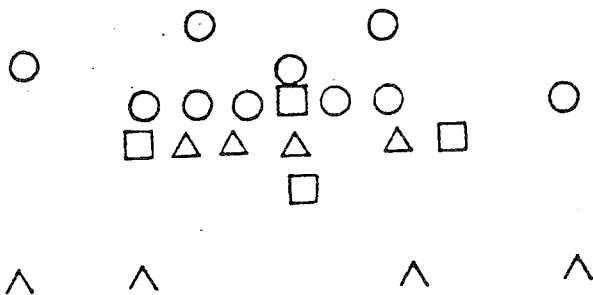
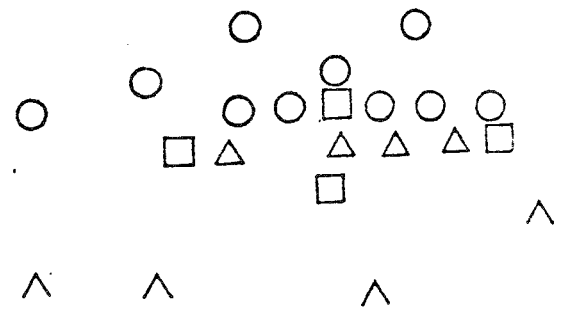
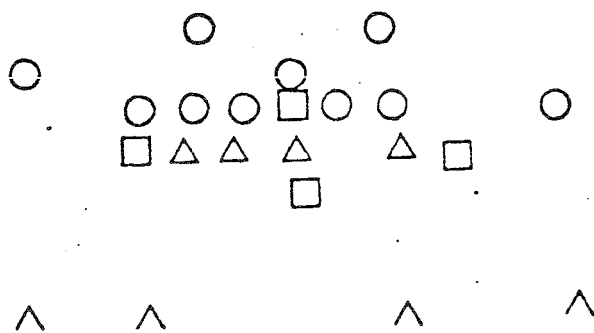
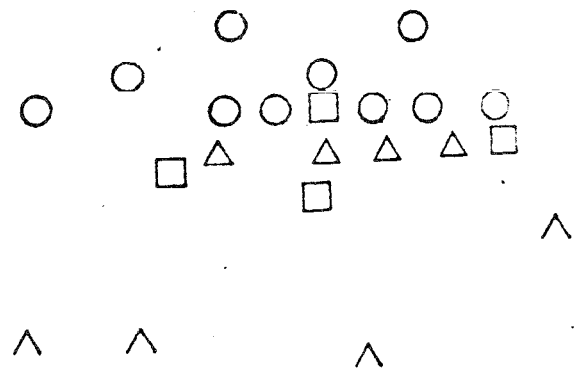
43 TITE SAM LIGHTNING



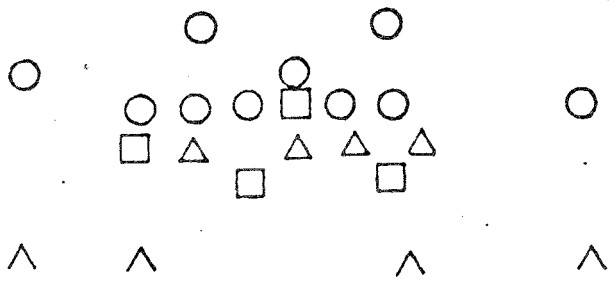
VS. SLOT



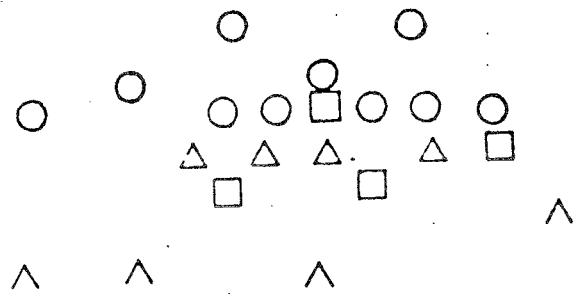
No Coverage Set

56 TITE 2DVS. SLOT56 TEX 2DVS. SLOT56 ISX 2DVS. SLOT56 OPEN TITE BLASTVS. SLOT

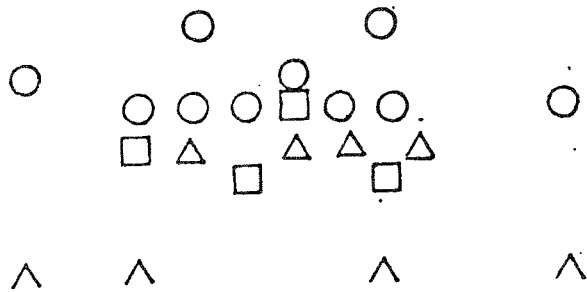
54 2D



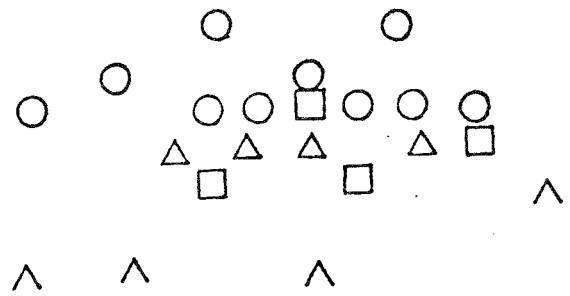
VS. SLOT



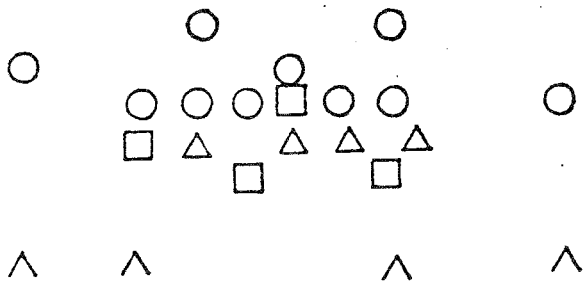
54 TEX 2D



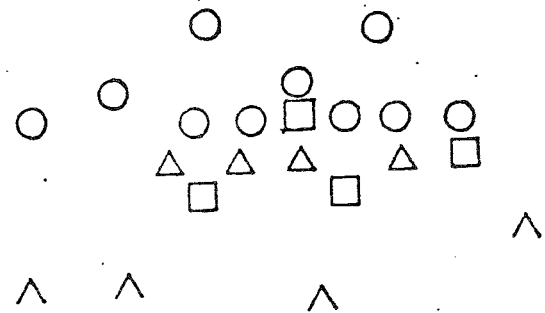
VS. SLOT



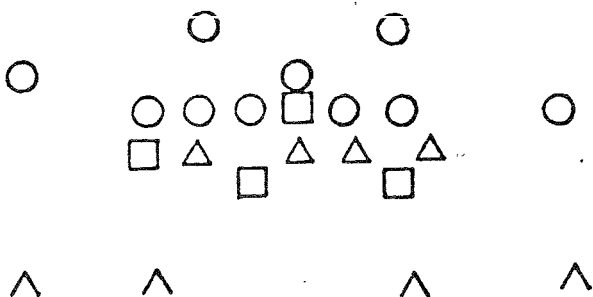
54 ISX 2D



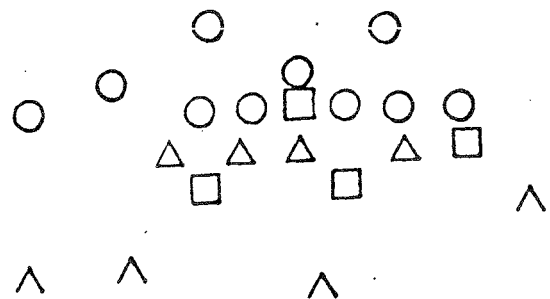
VS. SLOT

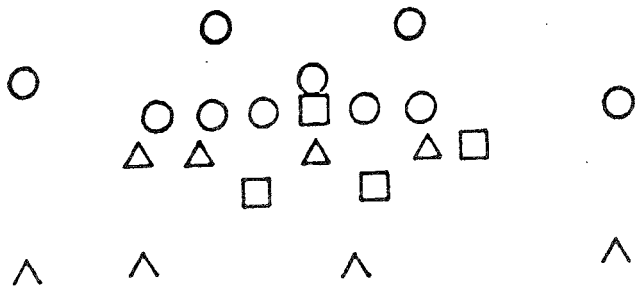
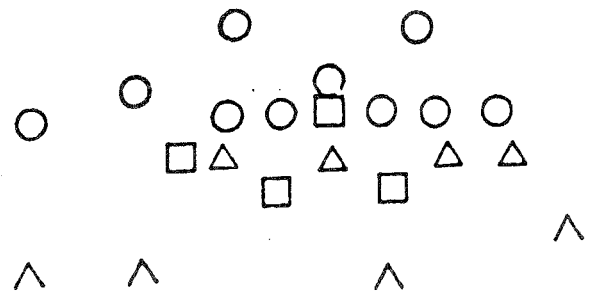
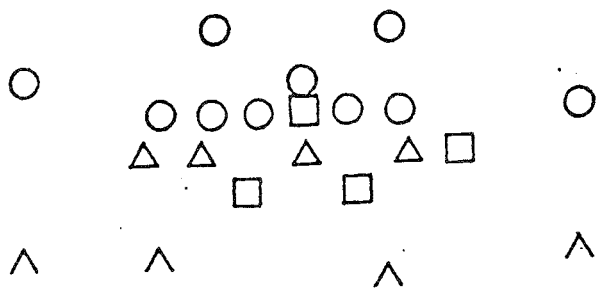
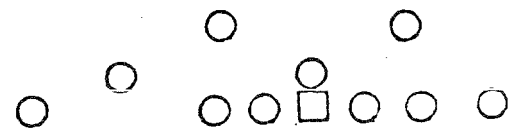
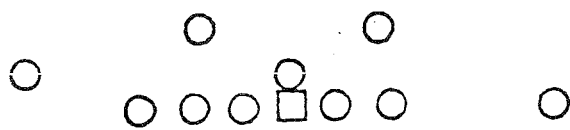
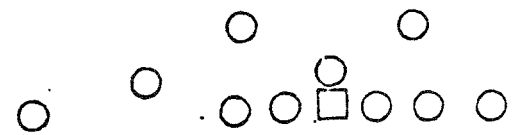
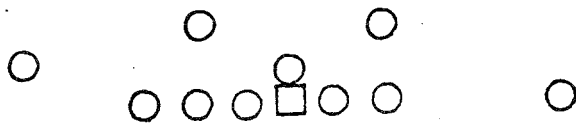
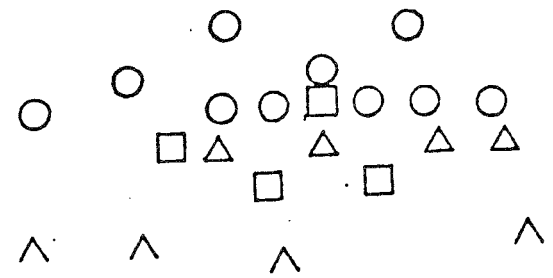


54 OPEN TITE BLAST

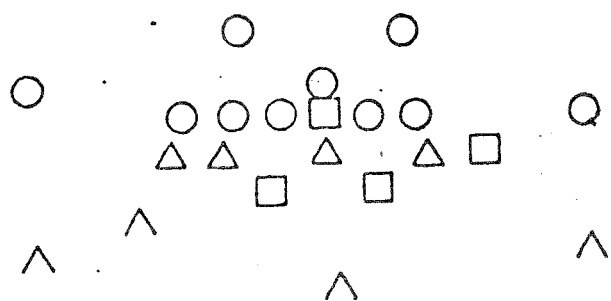


VS. SLOT

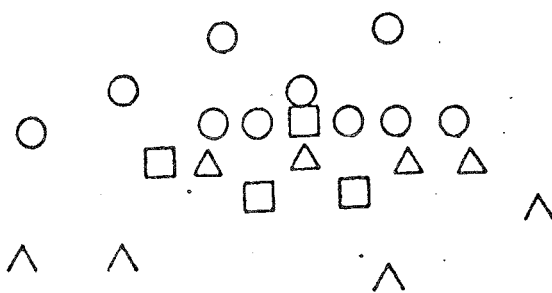


53 SAM LIGHTNINGVS. SLOT53 JILL THUNDERVS. SLOT

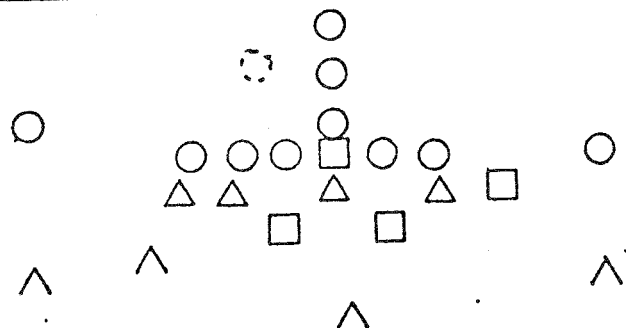
53 SMACK Vs. RED



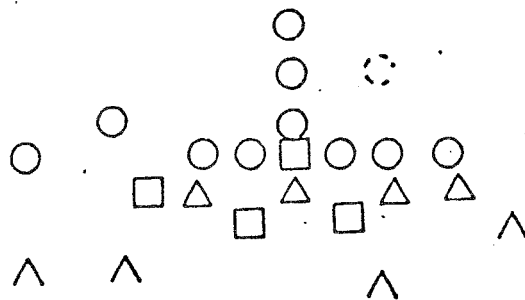
Vs. SLOT



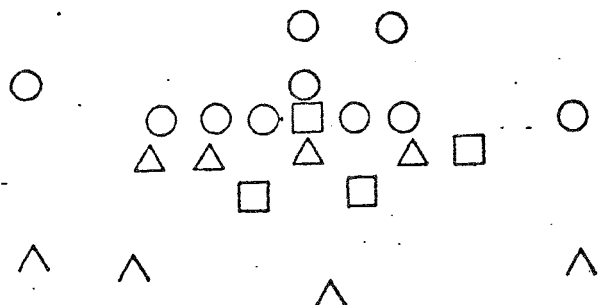
53 SMACK Vs. I - BLUE



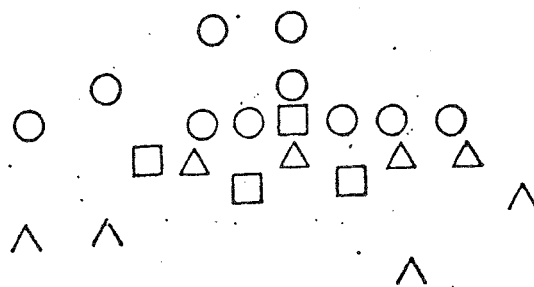
Vs. SLOT



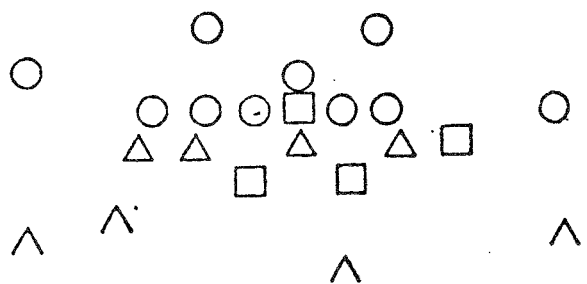
53 SMACK Vs. BROWN



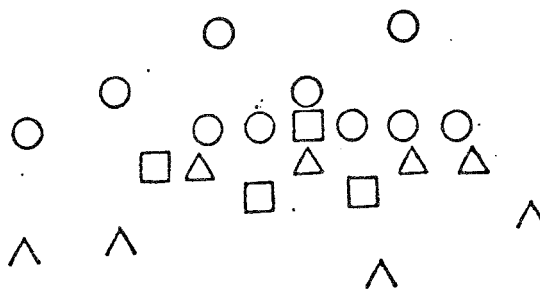
Vs. SLOT



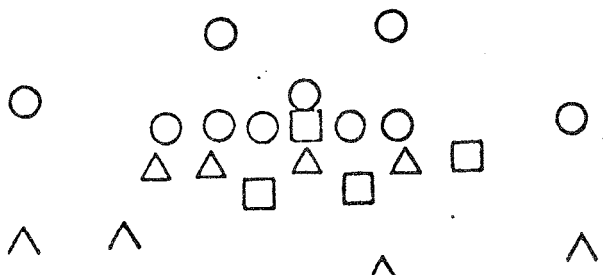
53 OPEN I (Indian Possible)



53 OPEN I CHANGE

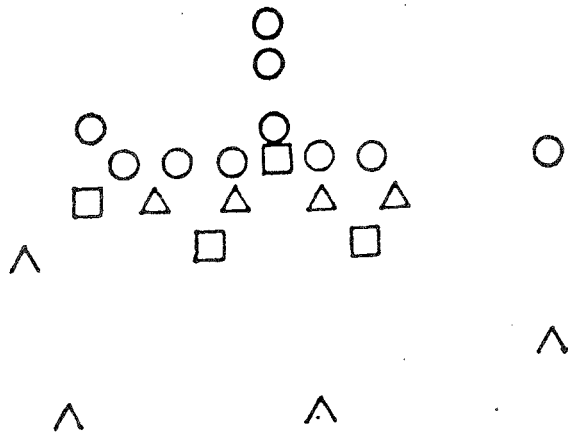


53 MAC I FIELDER

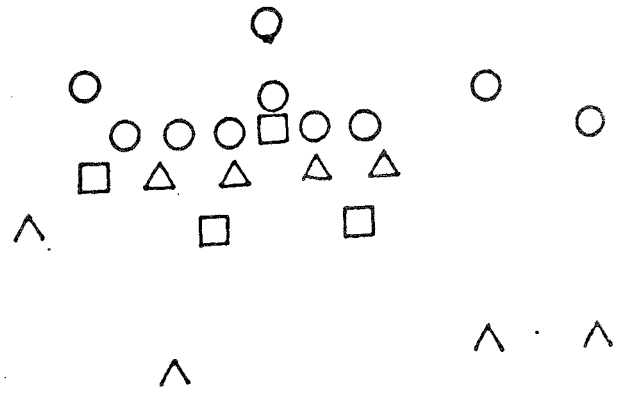


AUDIBLE DOGS FOR SPECIFIC SETS

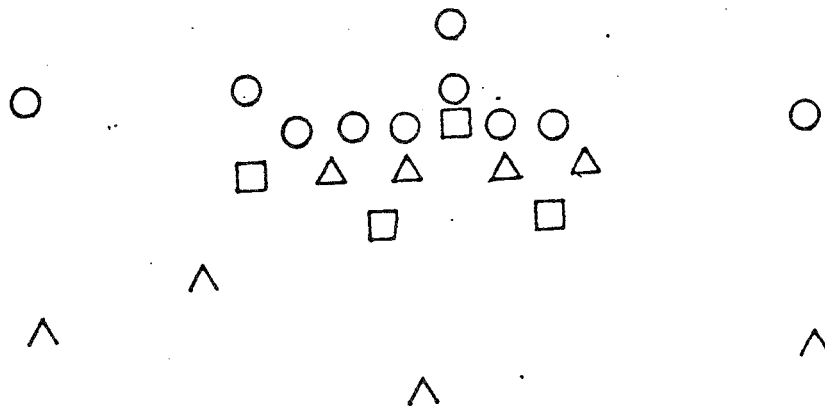
WING



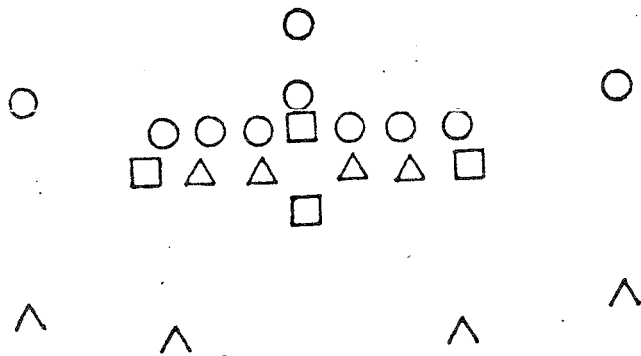
WING SLOT



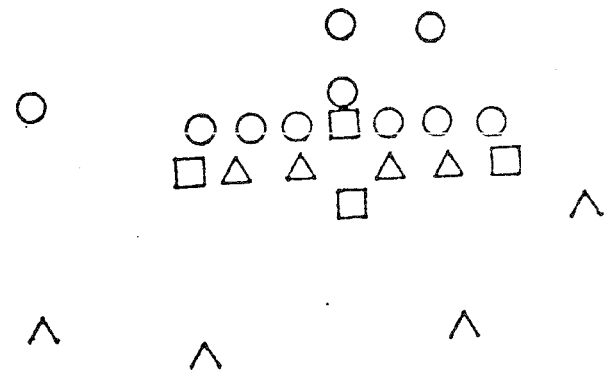
TRIPS



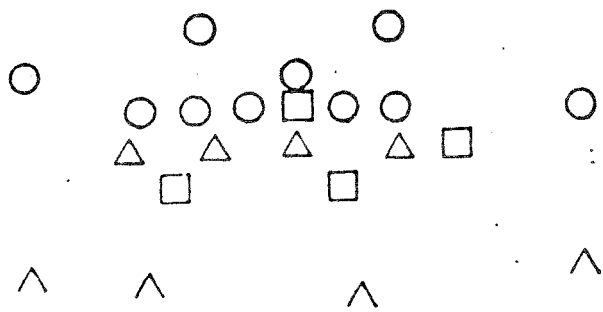
PEPPER



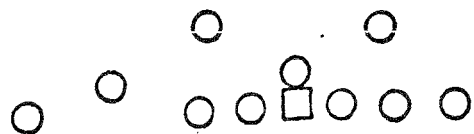
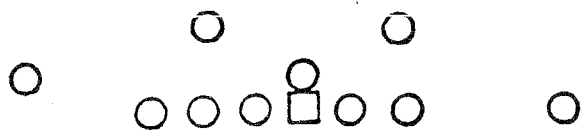
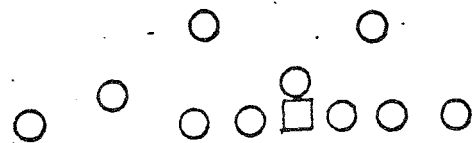
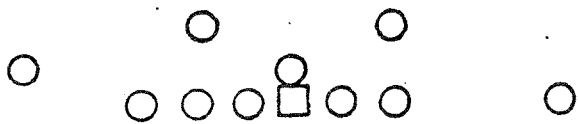
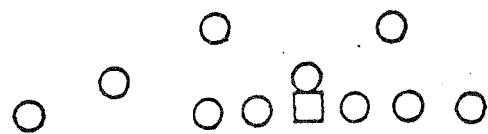
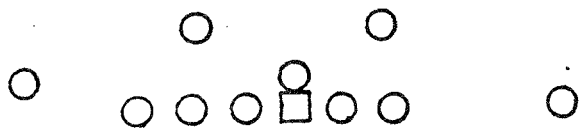
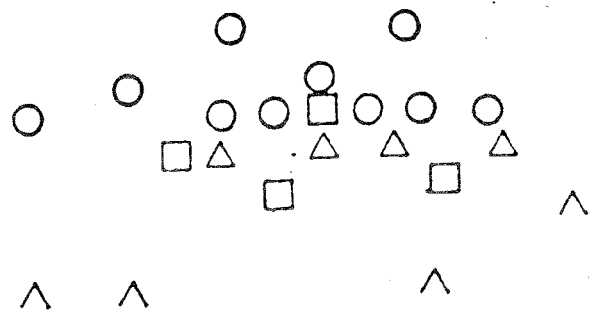
NEAR



57 - 2D (Possible Indian)



Vs. SLOT (Possible Indian)



GENERAL RULE - SINGLE DOG:

1. WHEN OUTSIDE BACKER IS DOGGING - The responsibilities of the two Middle Linebackers slide over toward the dogging Linebacker. That is, if we have a Shut Linebacker dogging, the Mac Linebacker assumes the responsibility of the dogger and then Mo assumes Mac's responsibility... On an Open Dog, Mo would then pick up the dogger's responsibility, and Mac would then assume Mo's responsibility...

- A) MAC OR MO DOGGING -- Backer not dogging assumes the responsibility of Mac (e.g. if we had Mac I Suzie strong zone called and offense came out in slot formation, the Mo Linebacker would assume Mac's responsibility in a strong zone)...

Note:

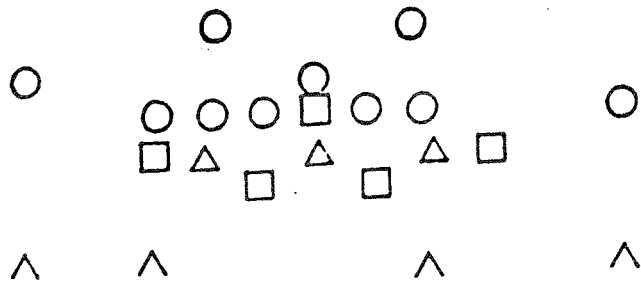
Very important for Mac and Mo to know both Stub and Buck, so we can effectively single dog in our 34 defense.

In any single dog with the 34 defense, we will be in either a zone or man coverage having the same rules as the 43 defense. Therefore, a single dog in the 34 defense will have no effect on the secondary...

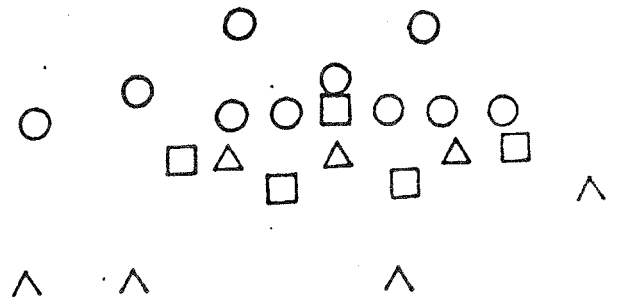
In the event we don't dog anyone, this will give us one extra man in our underneath coverage, and, depending on the defense, we will cover that adjustment when discussing that particular defense...

2. TWO BACKERS DOGGING (one on each side) - Anytime we dog two men, one from each side, we will be in dog coverage with the remaining backers responsible for the remaining backs...
3. TWO BACKERS DOGGING (from the same side) - These dogs fall into two categories - 1) OPEN DOGS - which are two backers dogging from the Open side. 2) SHUT DOGS - which are two backers dogging from the Shut side (Tight End side)...
 - 1) Open Dogs - Jill has 1st back open; 2nd back shut side. Shut backer and Mac combo remaining back. Outside rusher to open side, be alert to peel with 2nd back...
 - 2) Shut Dogs - Combo coverage between Sam and Jill to side of Tight End. Open backer and Mo combo remaining back. Outside rusher on the side of "Y" alert to peel with 2nd back...
4. SAM & JILL THUNDER OR LIGHTNING - This is an all-out, 8 -man blitz with the outside doggers ready to Green Dog...

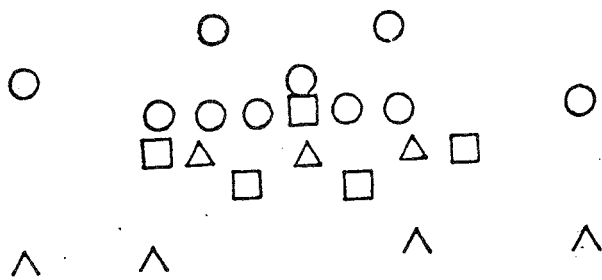
34 - 20



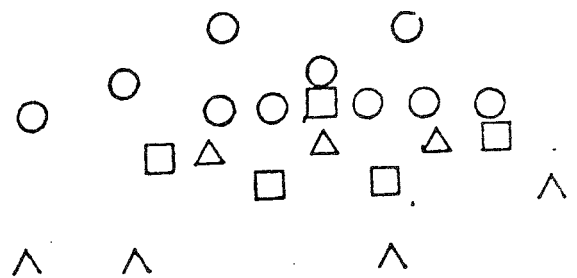
VS. SLOT



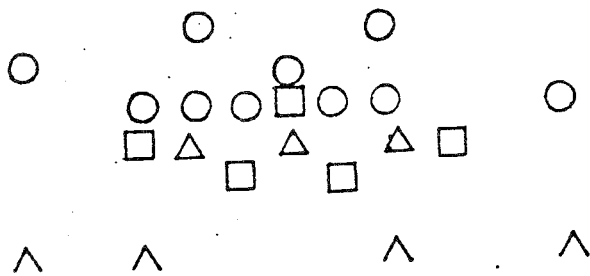
34 MIDDLE DOG - STRAIGHT



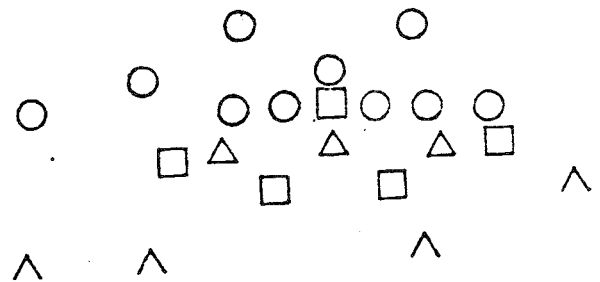
VS. SLOT



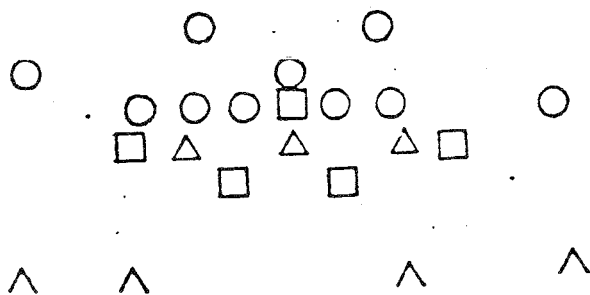
34 MIDDLE SHUT



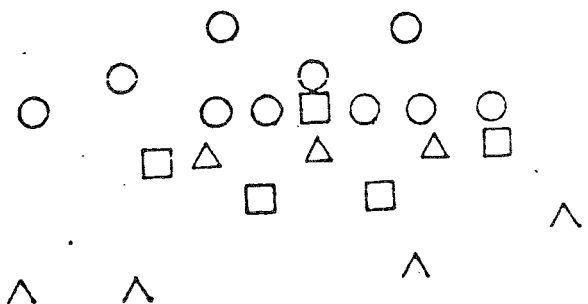
VS. SLOT



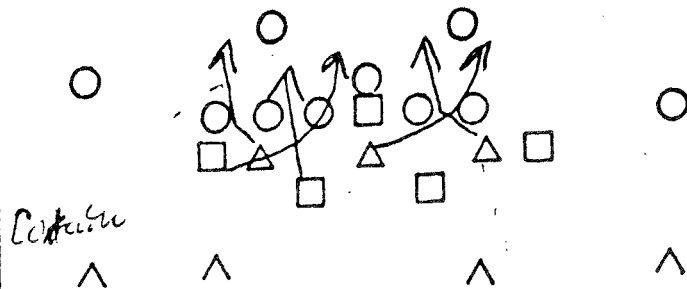
34 MIDDLE OPEN



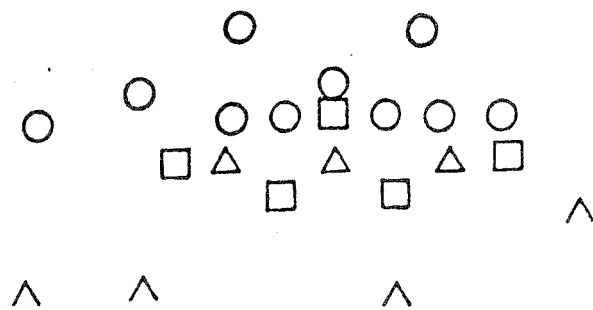
VS. SLOT



34 SHUT DOG

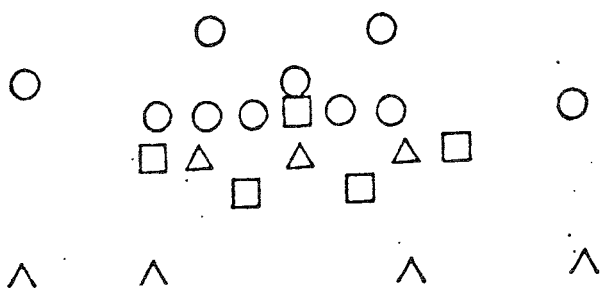


VS. SLOT

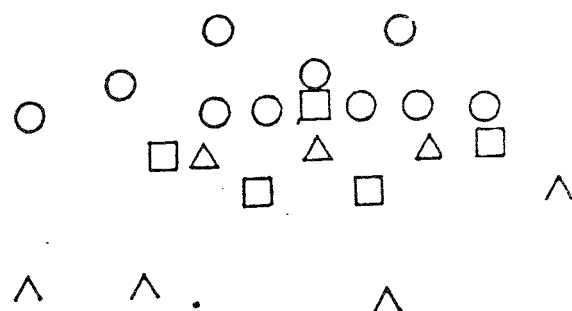


Change

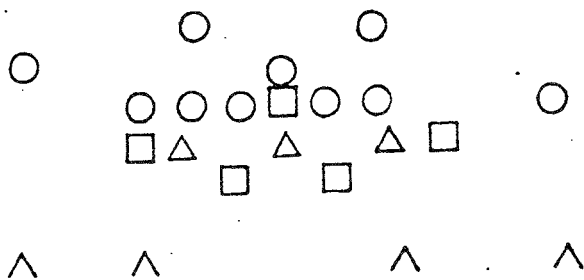
34 OPEN DOG



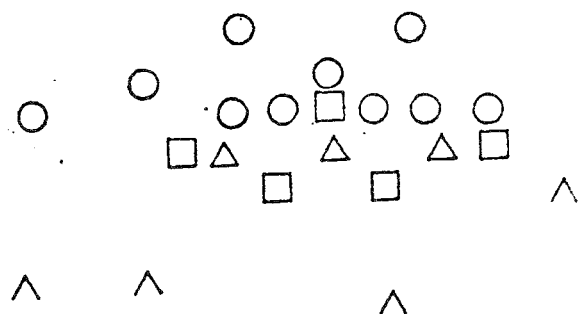
VS. SLOT



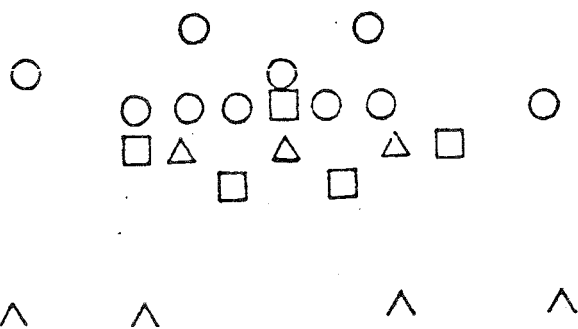
34 SHUT I



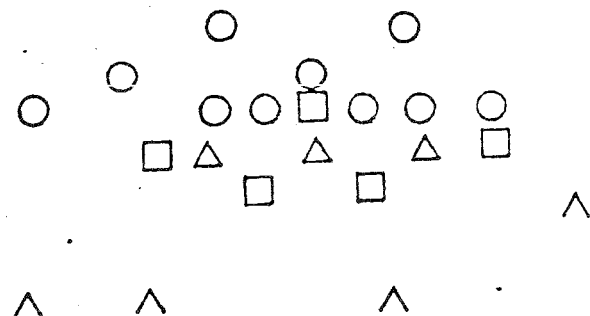
VS. SLOT



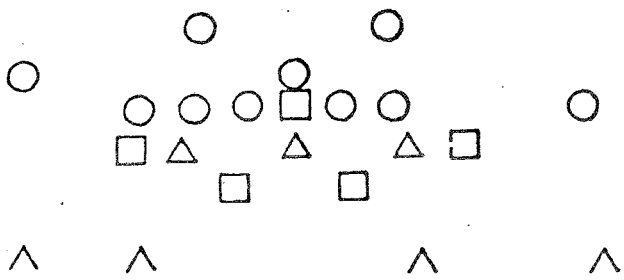
34 OPEN I



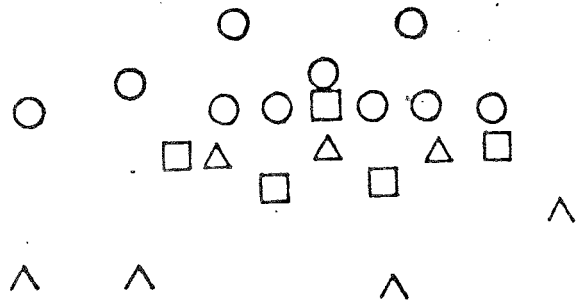
VS. SLOT



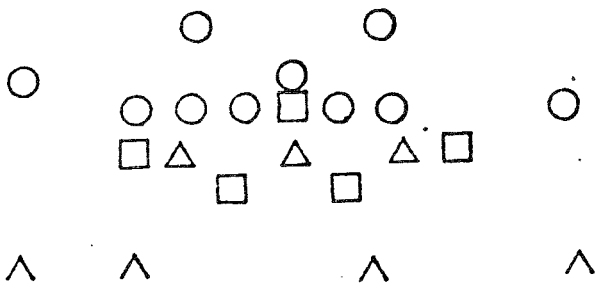
34 MAC I (LIZ)



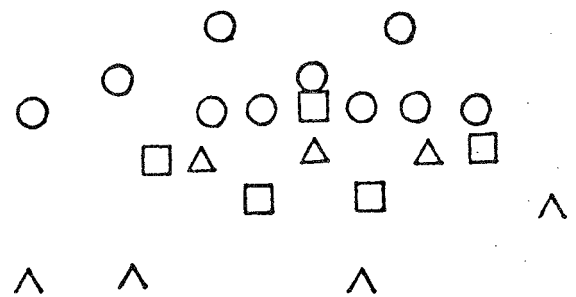
34 MAC I (RIP)



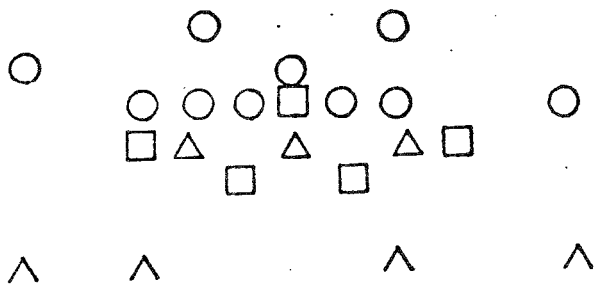
34 MO I (LIZ)



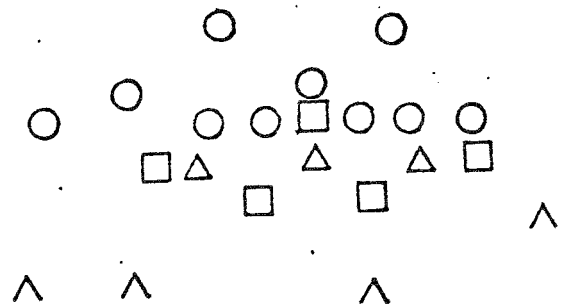
VS. SLOT



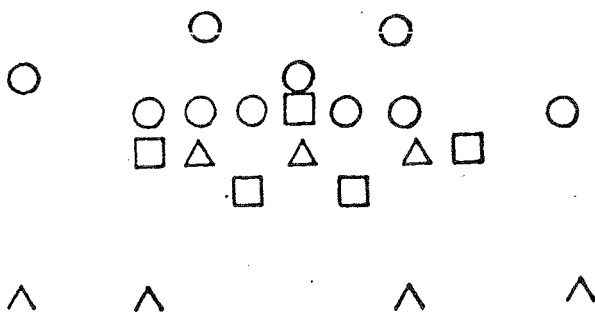
34 STUB I SUSIE



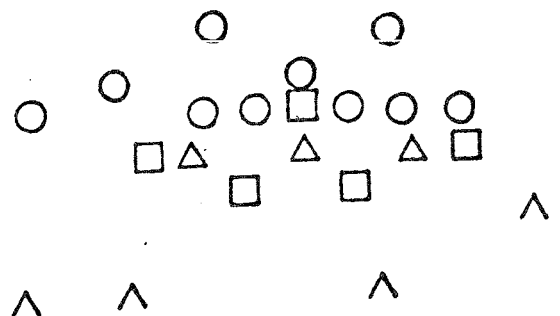
VS. SLOT



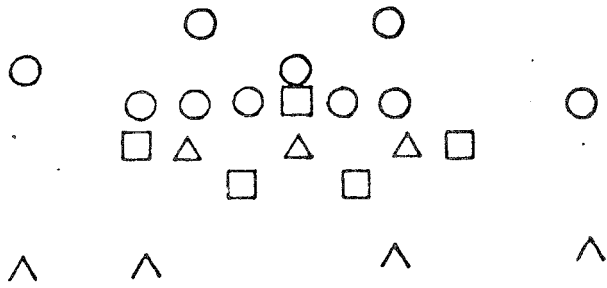
34 BUCK I WILLIE (INDIAN)



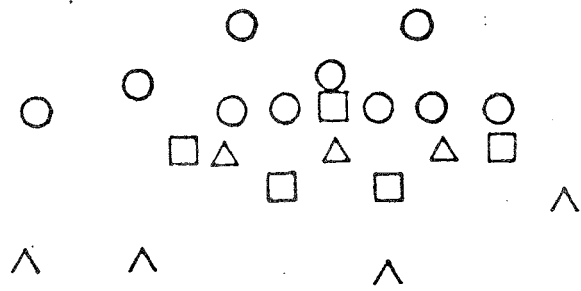
VS. SLOT



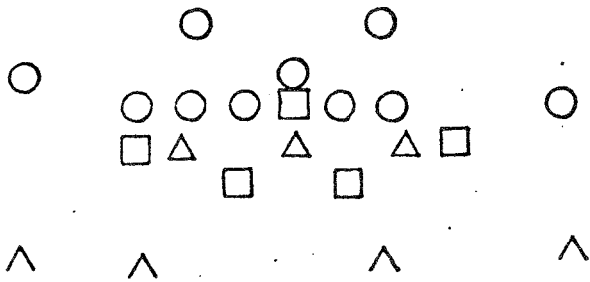
34 SAM LIGHTNING



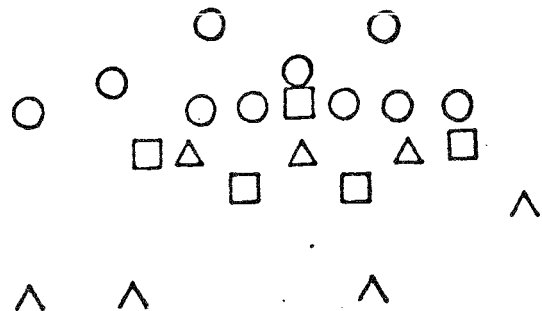
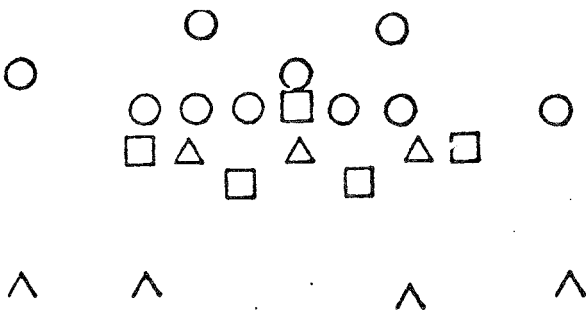
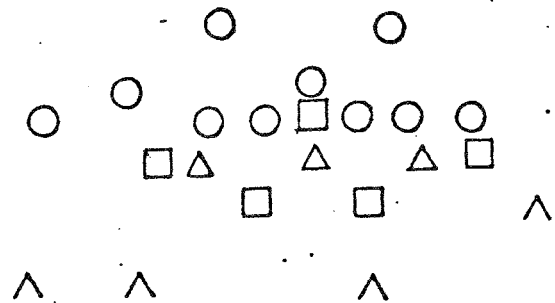
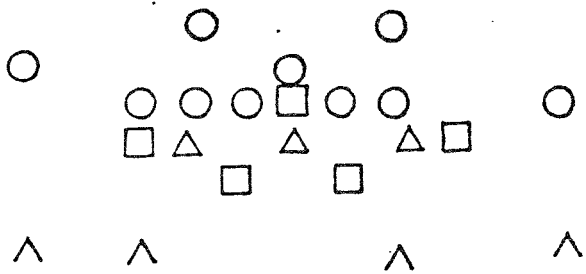
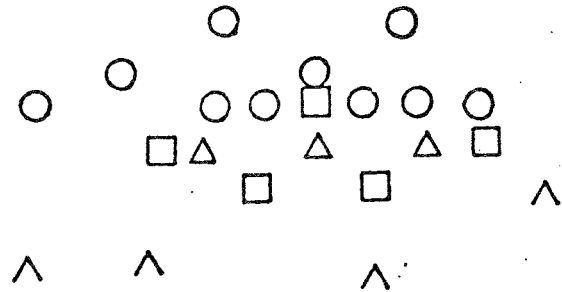
VS. SLOT



34 JILL THUNDER



VS. SLOT



DEFENSE

COMBO "C" (used Vs. Regular Set)

AUDIBLE: "C"

ALERTS:
STUB:

Standard Buz

MAC:

Standard Buz

BUCK:

Standard Bu

1. First short outside break of Y or B.
2. No outside break, Split Buz.
3. Sam Force.

Same as Combo

Same as Combo

(Z)

(F)

(H)

(Y)

(X)

[S]

[M]

[B]

LOU:

1. Inside tact position.
2. No deep help.
3. No help on outs.
4. Plaster vs. scrambles.

SAM:

1. Don't have to jump outside, break close.
2. Give cut call when possible.
3. Take drag up and flat up.
4. Sam force

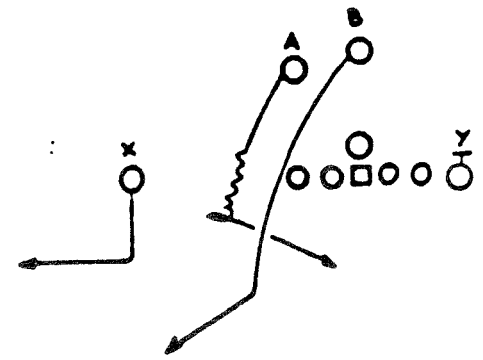
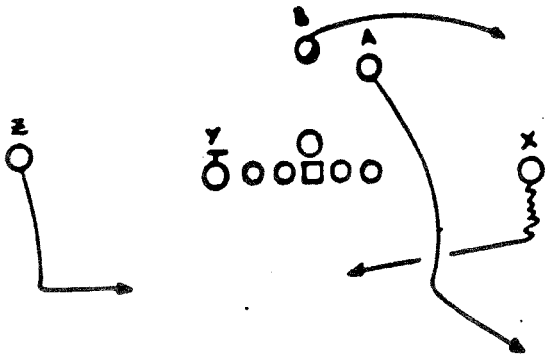
JILL:

1. Same as Combo but Stub helps on Y - FB with two outside breaks.
2. Must take Lookie.
3. Sam force.

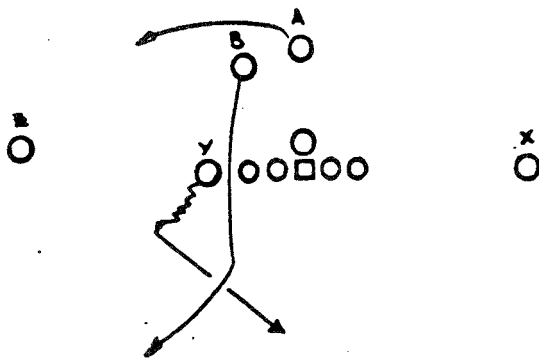
ROSE:

(Same as COMBO)

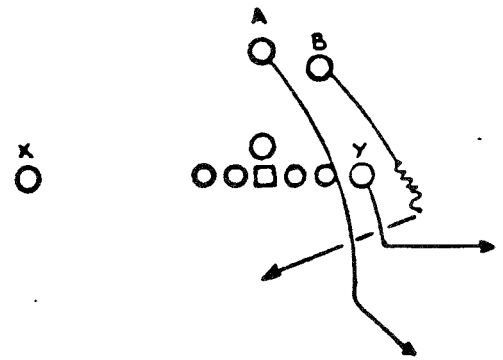
BROWN LEFT - (FLOOD WEAK)



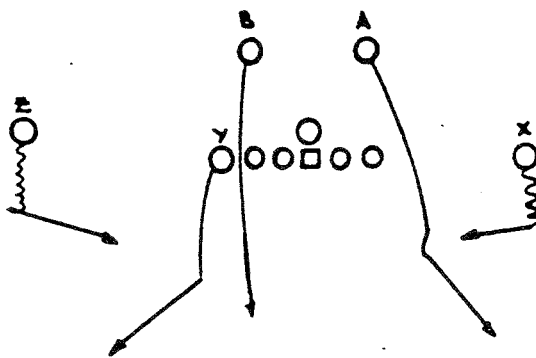
BLUE LEFT - (FLOOD STRONG)



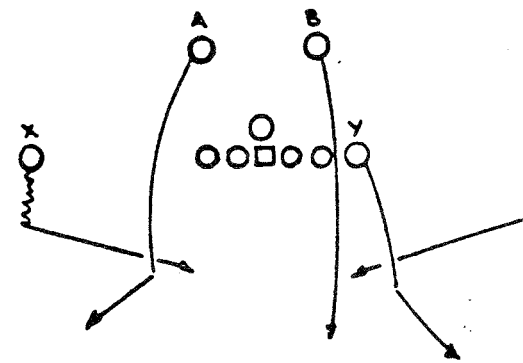
BLUE RIGHT - (FLOOD STRONG)



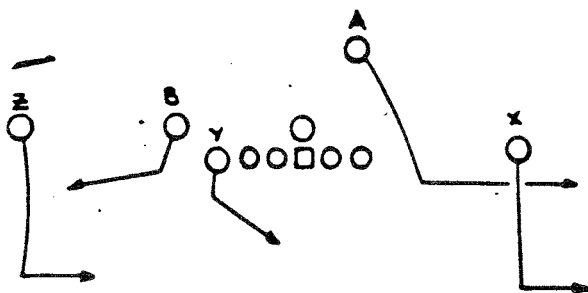
RED LEFT



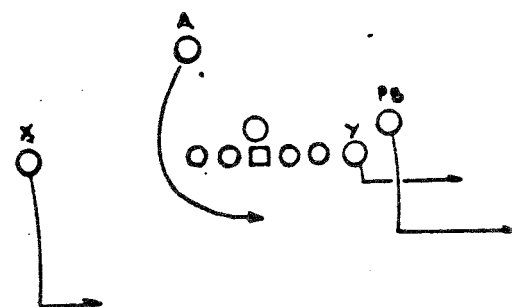
RED RIGHT



TRIPS LEFT

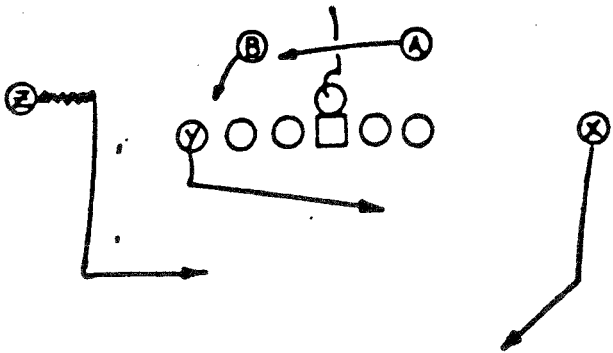


PEPPER TRIPS RIGHT

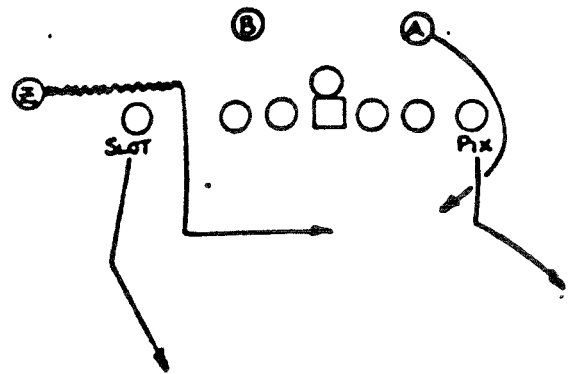


TYPES OF MOTION

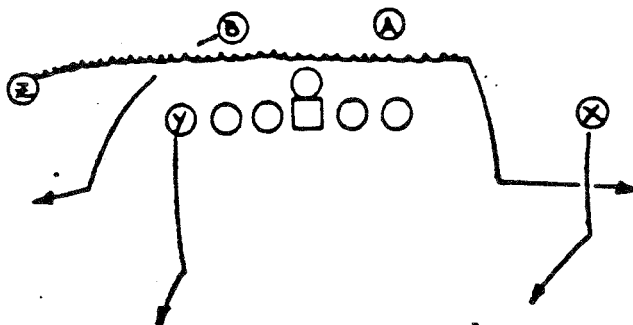
"Z" FLY SHORT



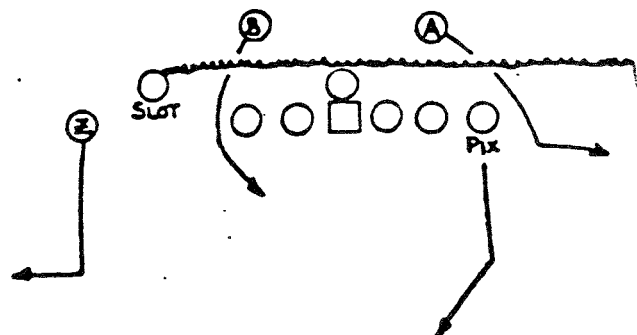
"Z" MOTION TO SLOT



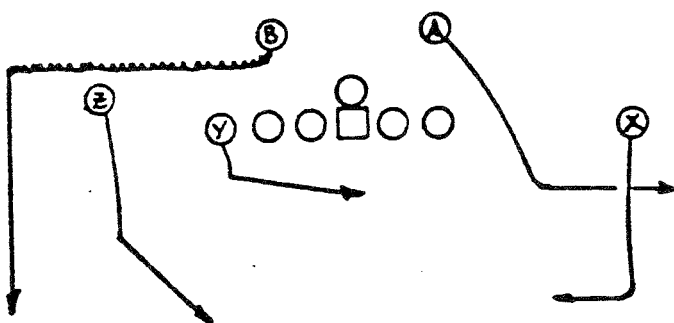
REGULAR TO SLOT



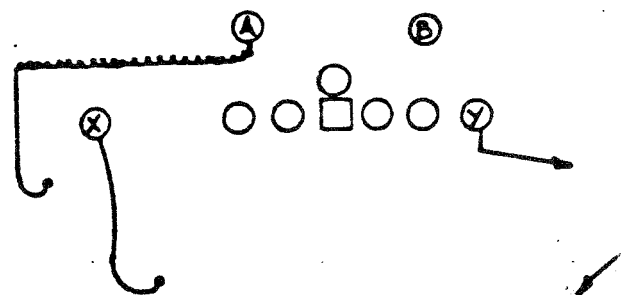
SLOT TO REGULAR



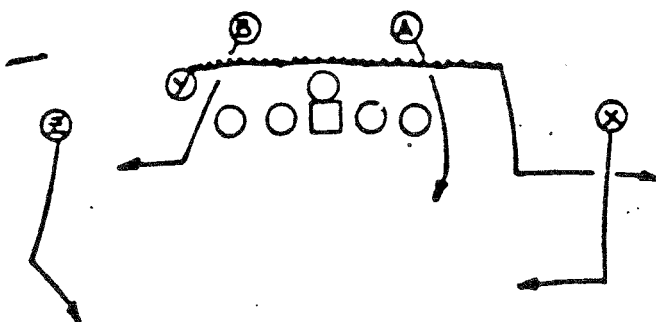
BACK MOTION STRONG (A or B)



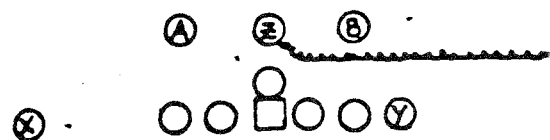
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



DEFENSE

COMBO "Z"

SAM FORCE

ALERTS:
STUP:

1. Take 1st Back strng.
2. Force inside release.
3. Flood weak, fall back.

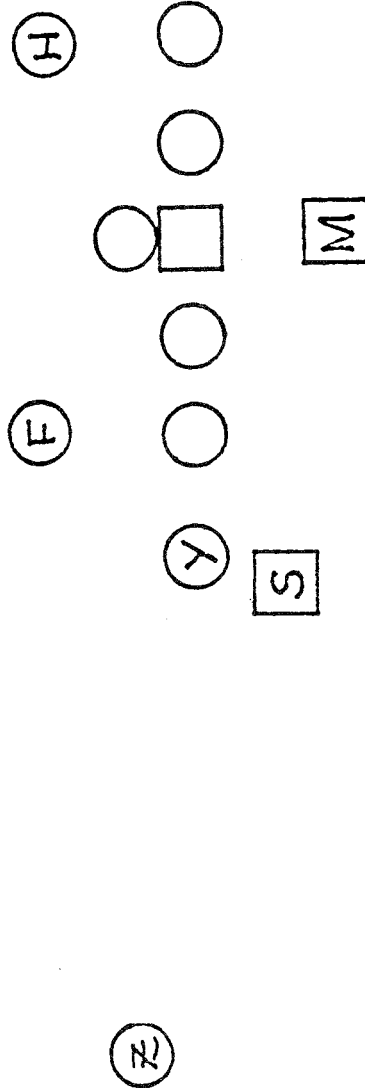
MAC:

Standard Buz

BUCK: Standard Buz

Combo Rules.

Combo Rules.



LOU:

1. Play "vise" technique.

SAM:

1. Sam force.
2. Play "vise" technique.
3. "Y" releases outside, cover M/M.

JILL:

1. "Y" M/M. (inside release)
2. "Y" blocks, releases outside - play "vise" technique on "Z".

ROSE:

Combo Rules.

DEFENSE
COMBO "C"

COMMENT

ALERTS:
STUB:

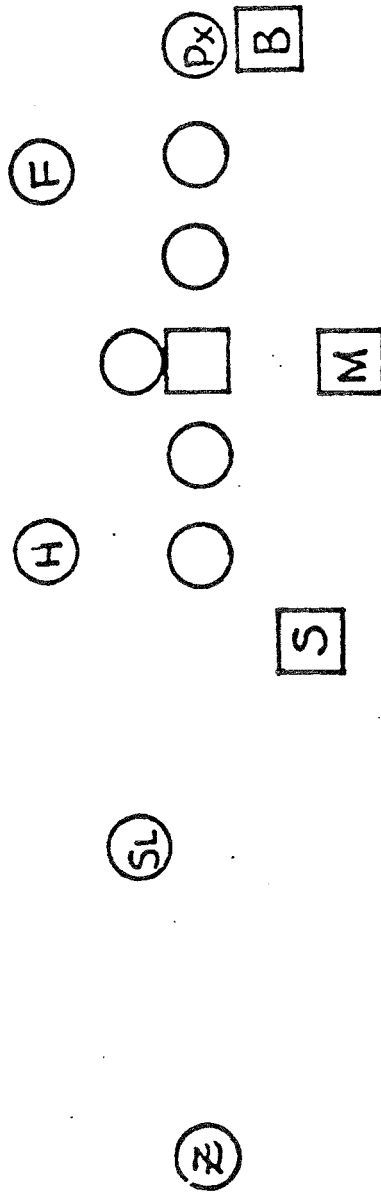
1. Jam Slot.
2. Short outside breaks
Slot or "B".

MAC:

(Same as all COMBOs)

BUCK:

(Same as all COMBOs)



LOU:

1. "Z" M/M

ROSE:

1. Key "HB"
 - a) Inside move by "HB",
move inside.
 - b) Outside move by "HB",
slide outside to Slot.

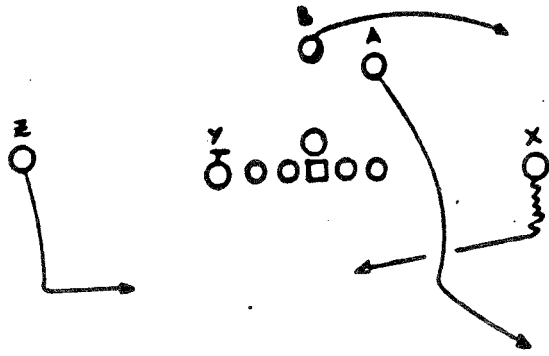
JILL:

1. Key "HB"
 - a) HB outside, Slot in
 - b) HB inside, cover

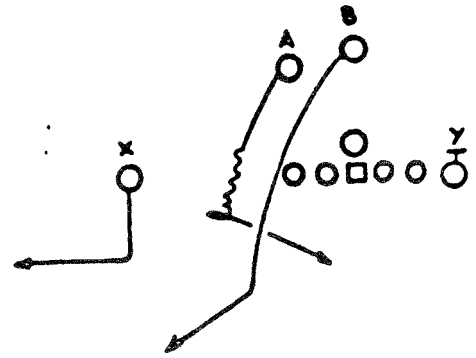
SAM:

(Same as COMBO)

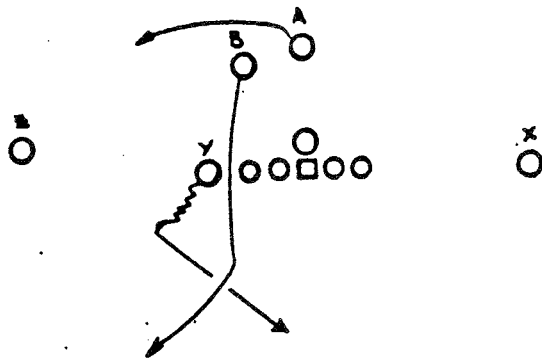
BROWN LEFT - (FLOOD WEAK)



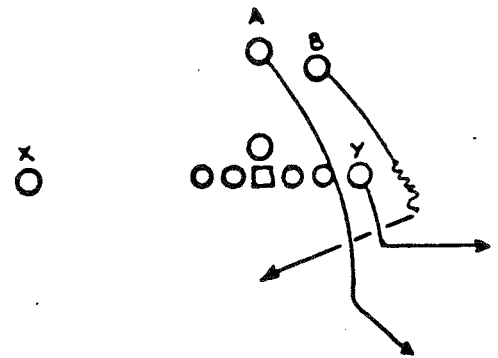
BROWN RIGHT



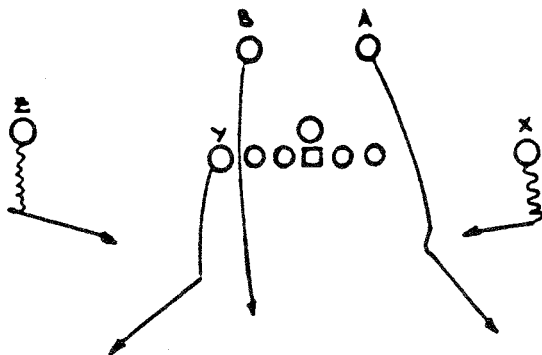
BLUE LEFT - (FLOOD STRONG)



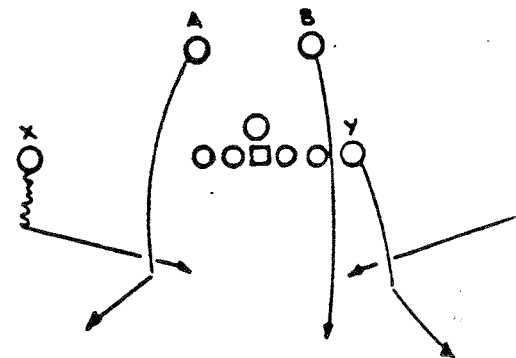
BLUE RIGHT - (FLOOD STRONG)



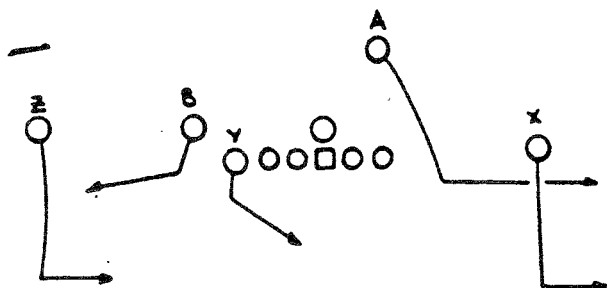
RED LEFT



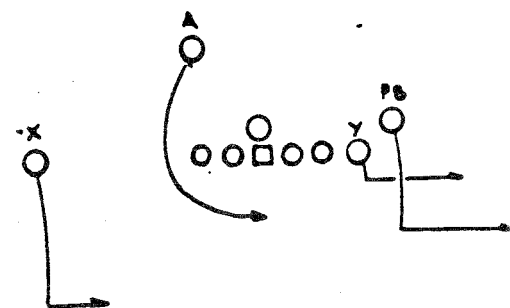
RED RIGHT



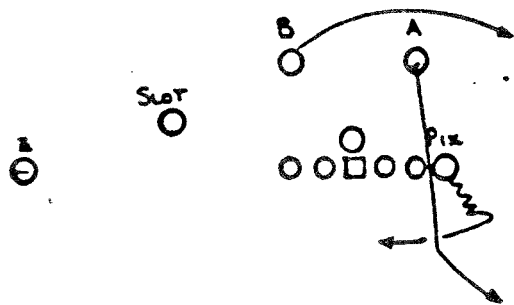
TRIPS LEFT



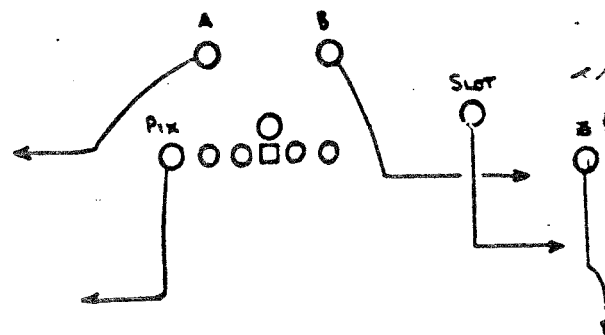
PEPPER TRIPS RIGHT



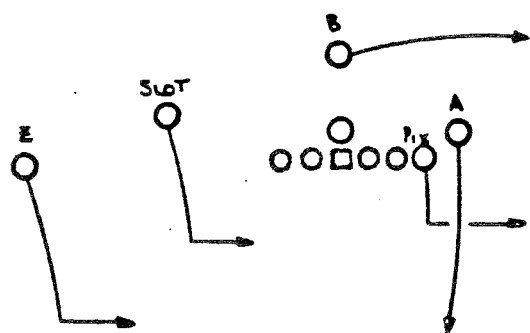
SLOT RED LEFT (FLOOD WEAK)



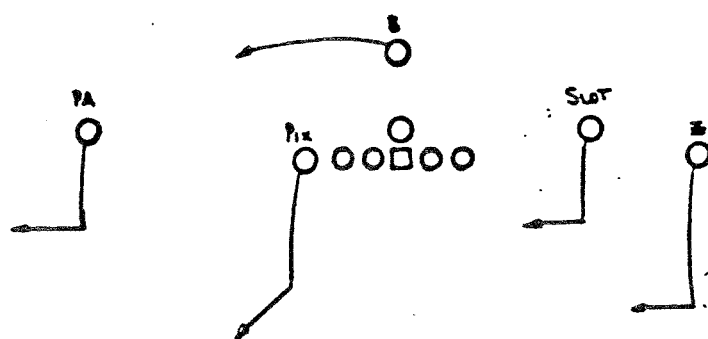
SLOT RED RIGHT



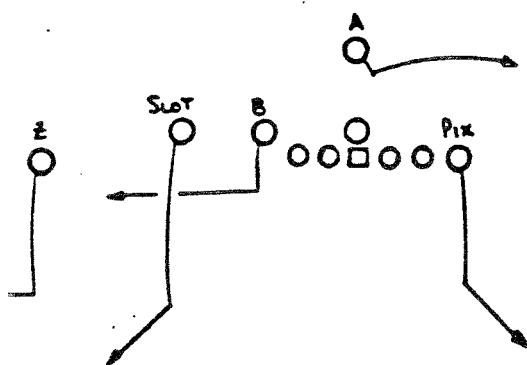
SLOT LEFT WING



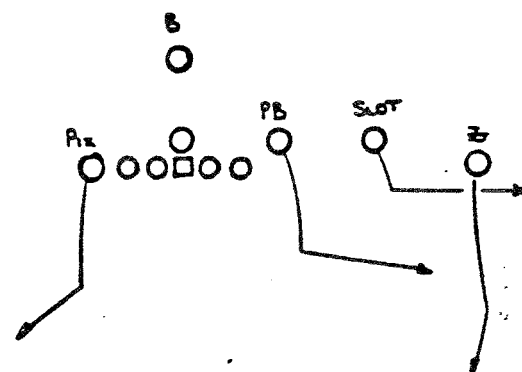
PEPPER SLOT RIGHT WIDE



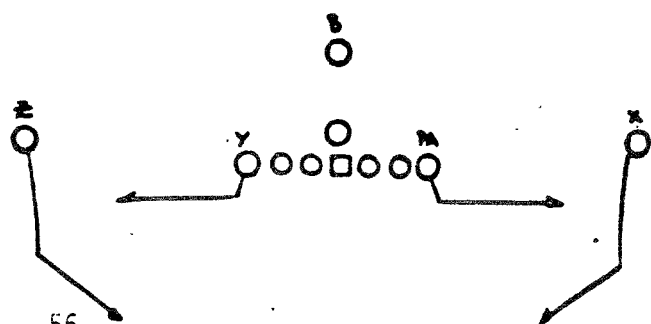
SLOT TRIPS LEFT



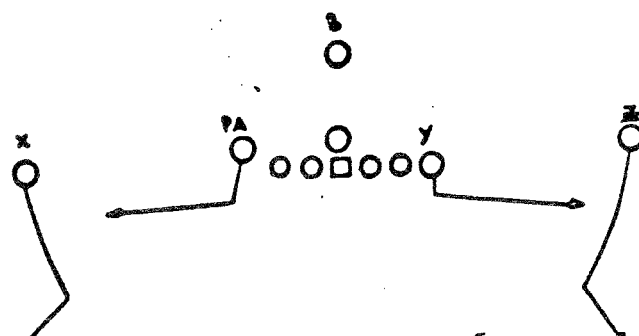
PEPPER SLOT RIGHT



PEPPER LEFT

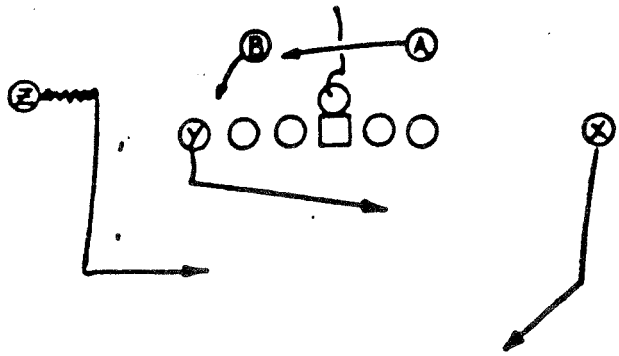


PEPPER ACE RIGHT

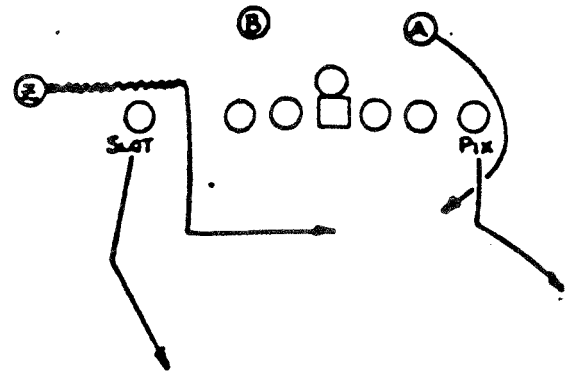


TYPES OF MOTION

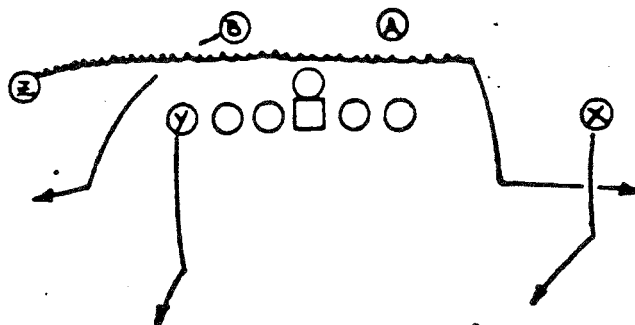
"Z" FLY SHORT



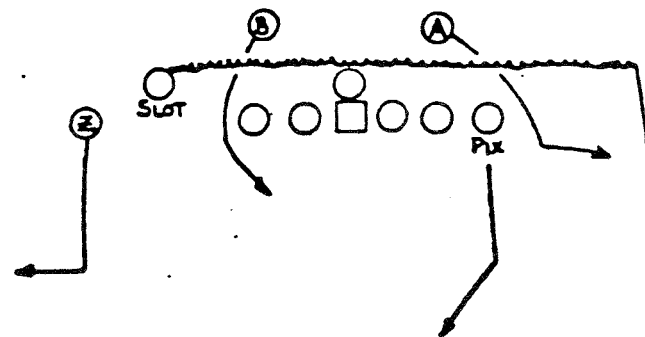
"Z" MOTION TO SLOT



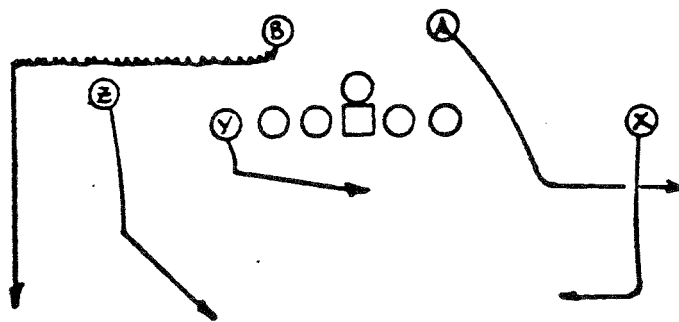
REGULAR TO SLOT



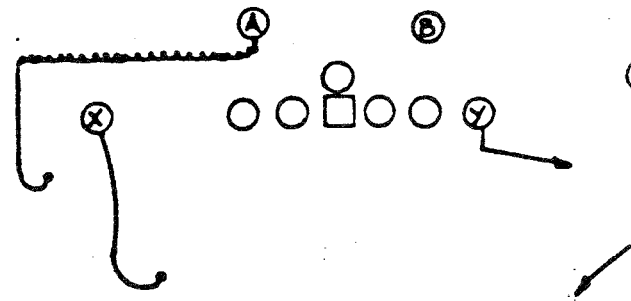
SLOT TO REGULAR



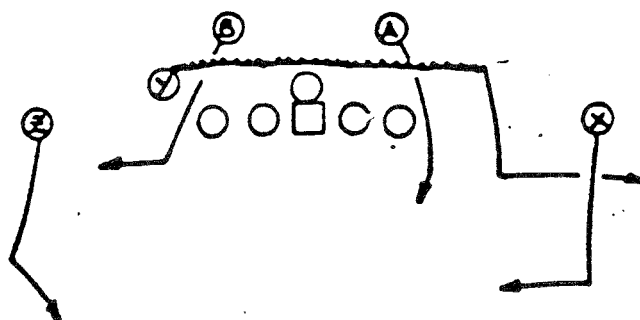
BACK MOTION STRONG (A or B)



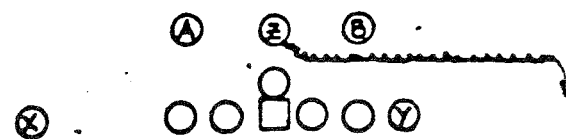
BACK MOTION WEAK (A or B)



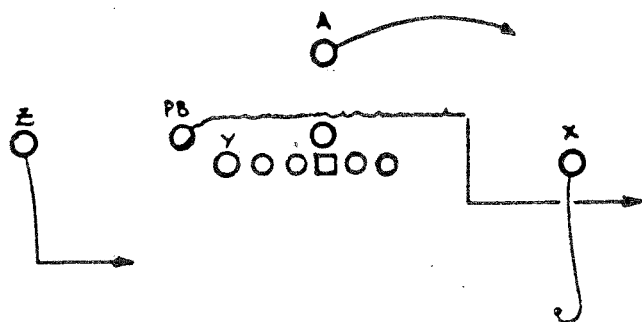
"Y" MOTION



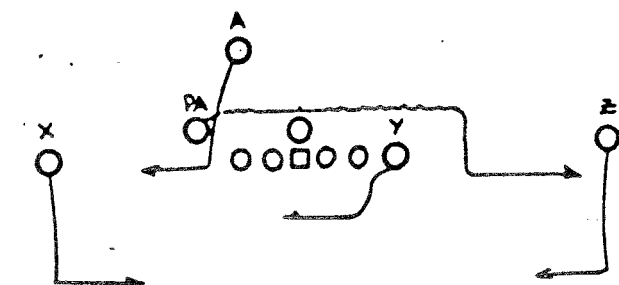
ZOOM MOTION TO REGULAR



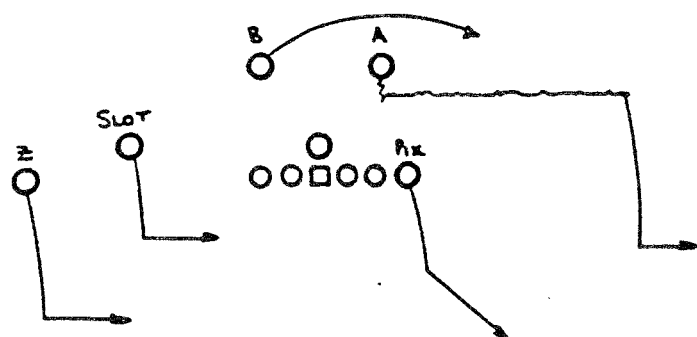
PEPPER TRIPS - MOTION TO ACE



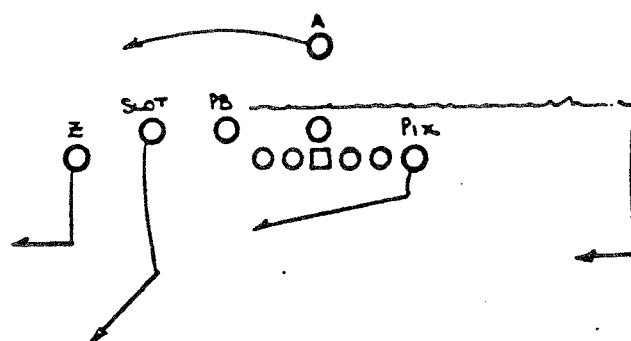
PEPPER ACE - MOTION TO TRIPS



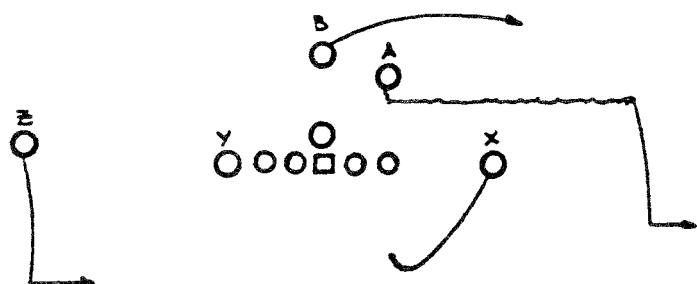
SLOT TO SLOT WIDE



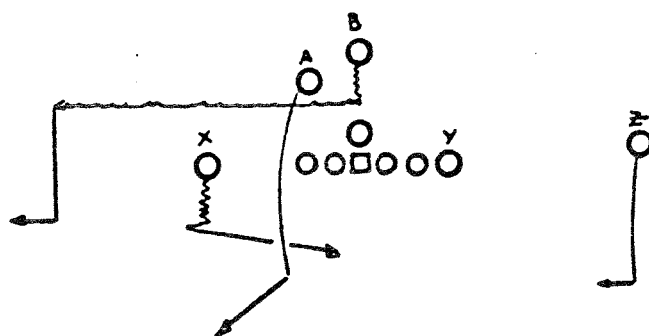
PEPPER SLOT TO PEPPER SLOT WIDE



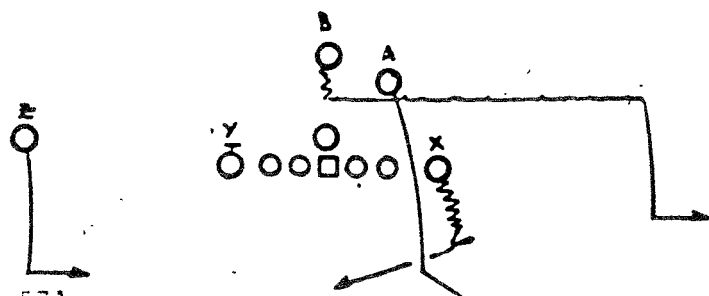
"A" MOTION PAST "X"



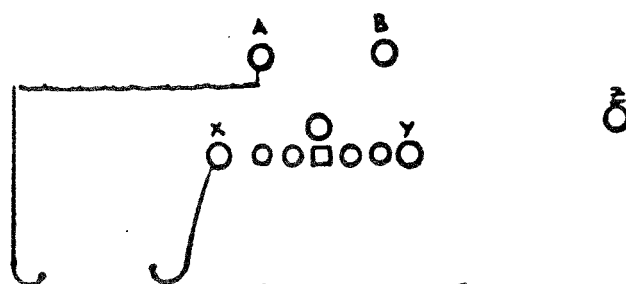
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR



"A" MOTION PAST "X" NEAR



DEFENSE

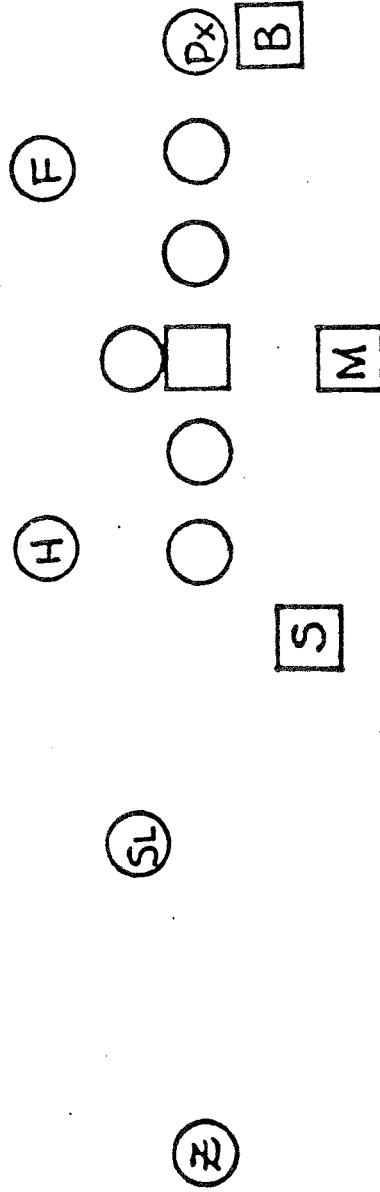
COMBO "Z" - AUDIBLE

COMMENT

ALERTS:
STUB:

BUCK:

MAC:



S

JILL:

ROSE:

LOU:

SAM:

DEFENSE

BEAR MAN (ALSO STICK)

ALERTS:

STUB:

1. Cover FB M/M downfield (Inside)
2. Jam Y if possible.
3. FB flat--split buz.
4. Fall back on weak flood.

Stack Buz

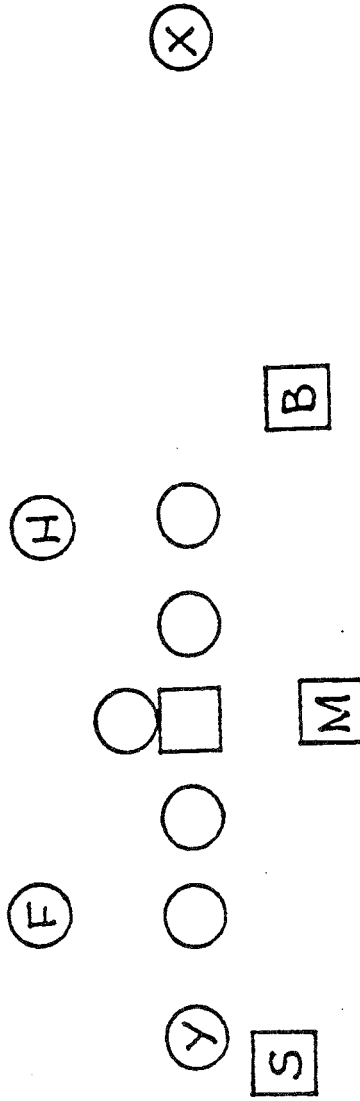
MAC:

Standard Buz

Same as Combo.

BUCK: Standard Buz

Same as Combo.



LOU:

LOU:

1. Jam Z force, outside release.
2. 1st man wide.
3. Depth after jam, key Y & B.
4. Cleo force.
5. Run with China.

SAM:

SAM:

1. Get in position to cover Z deep M/M.
2. Z China--check deep 1/3.
3. Use your short help, so play deeper patterns.

JILL:

JILL:

1. Alert Y Lookie.
2. Y M/M downfield.

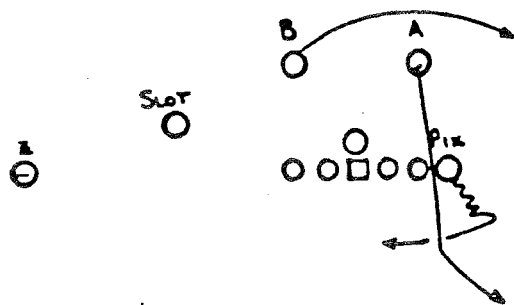
ROSE:

ROSE:

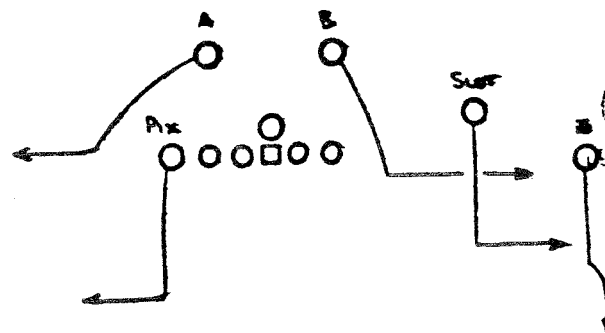
1. Inside tact position.
2. No deep help.
3. Short weakside help.
4. Plaster vs. scrambles.

COMMENT

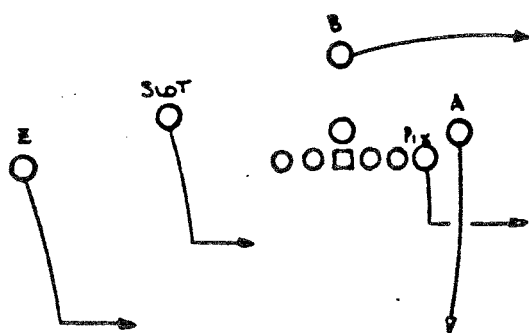
SLOT RED LEFT (FLOOD WEAK)



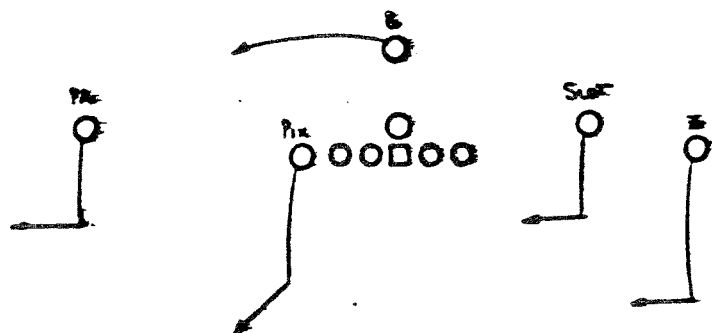
SLOT RED RIGHT



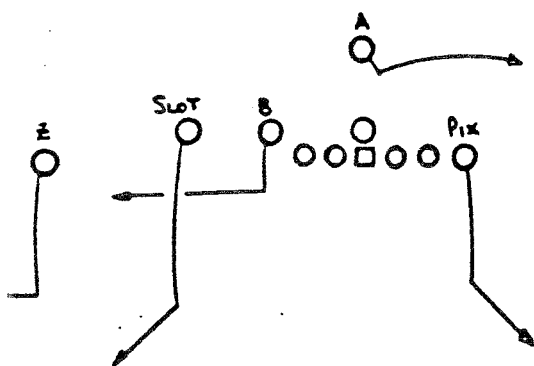
SLOT LEFT WING



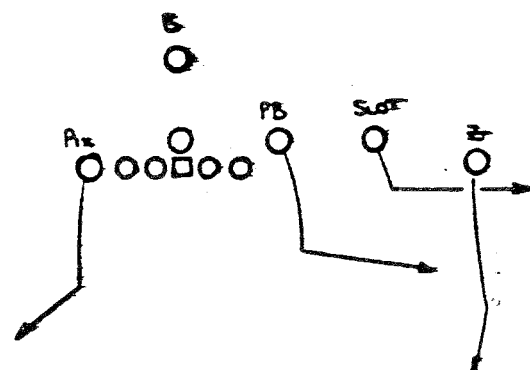
PEPPER SLOT RIGHT WIDE



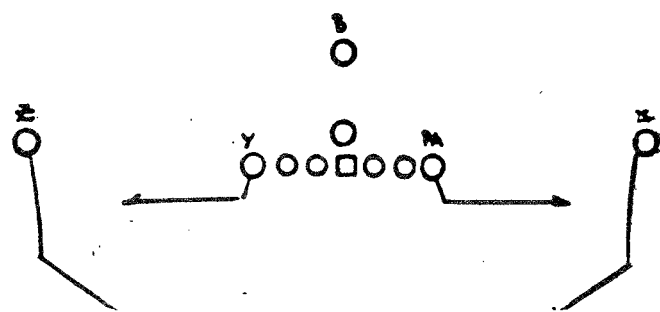
SLOT TRIPS LEFT



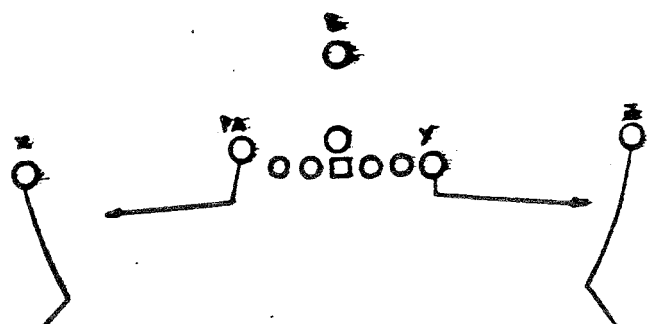
PEPPER SLOT RIGHT



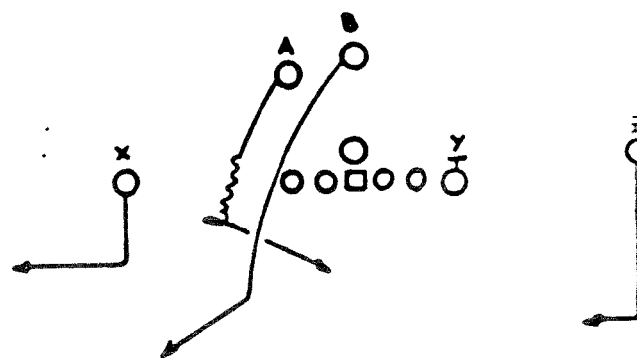
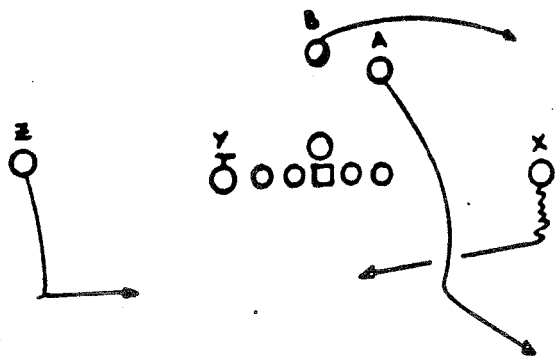
PEPPER LEFT



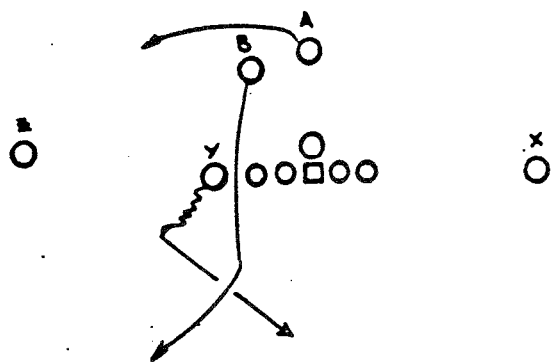
PEPPER ACE RIGHT



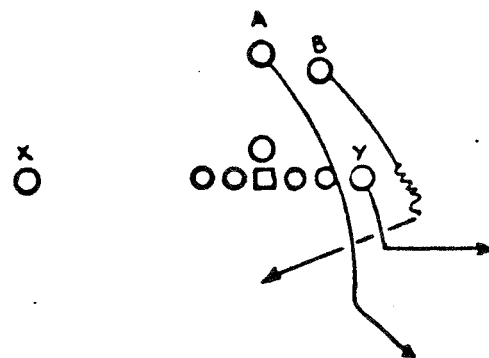
BROWN LEFT - (FLOOD WEAK)



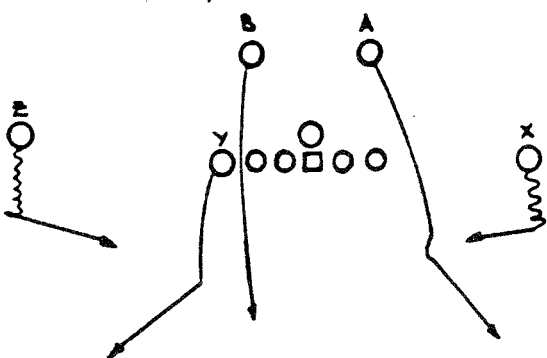
BLUE LEFT - (FLOOD STRONG)



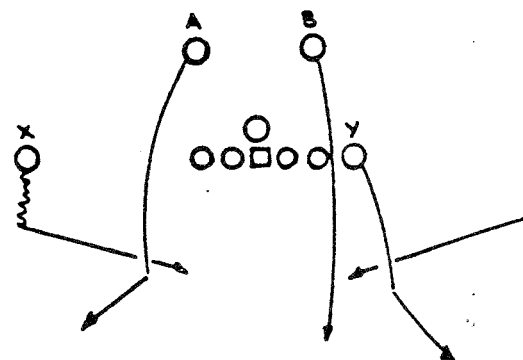
BLUE RIGHT - (FLOOD STRONG)



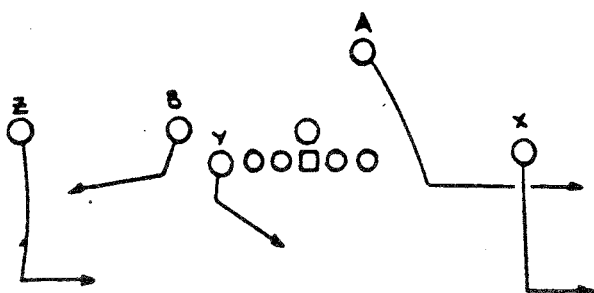
RED LEFT



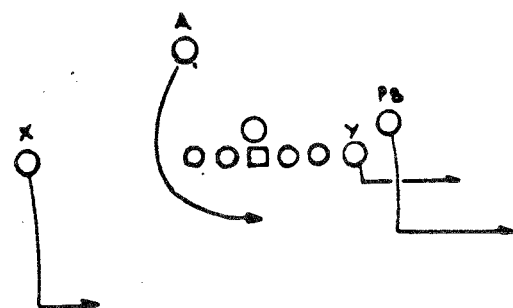
RED RIGHT



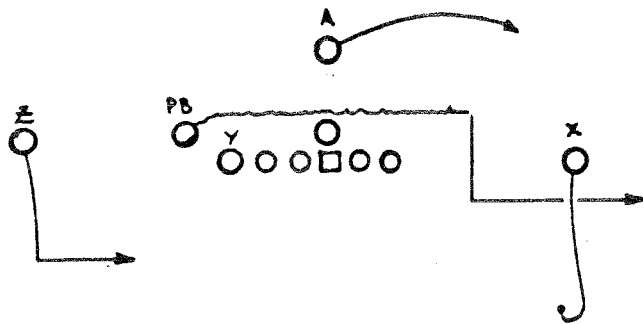
TRIPS LEFT



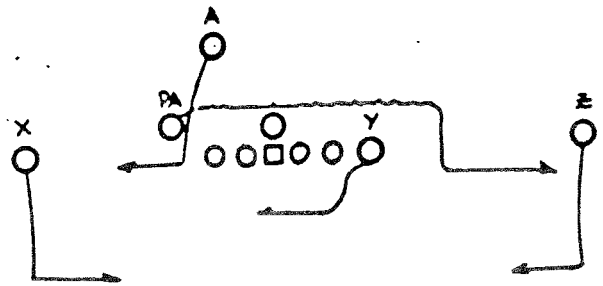
PEPPER TRIPS RIGHT



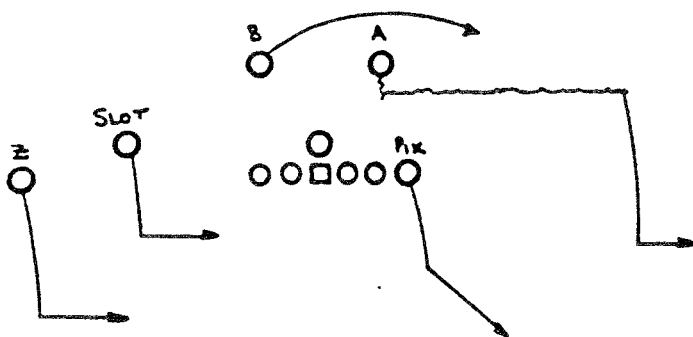
PEPPER TRIPS - MOTION TO ACE



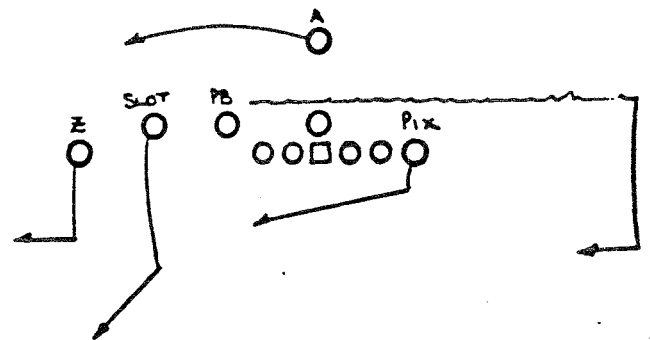
PEPPER ACE - MOTION TO TRIPS



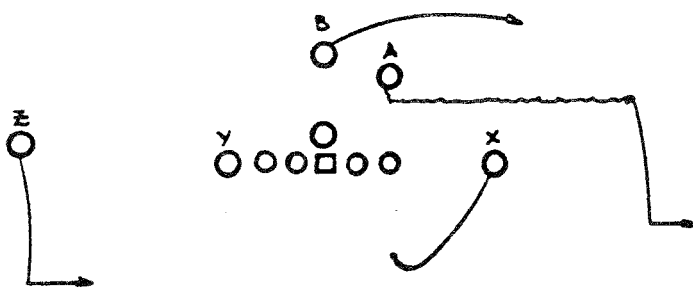
SLOT TO SLOT WIDE



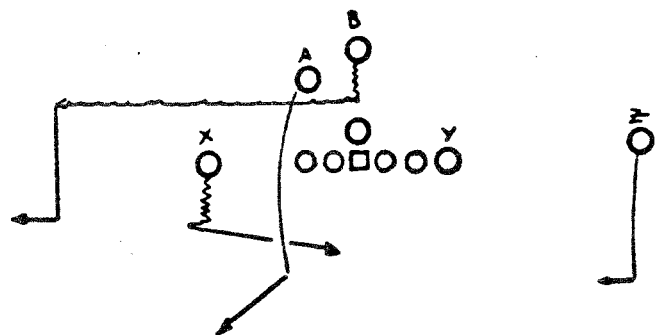
PEPPER SLOT TO PEPPER SLOT WIDE



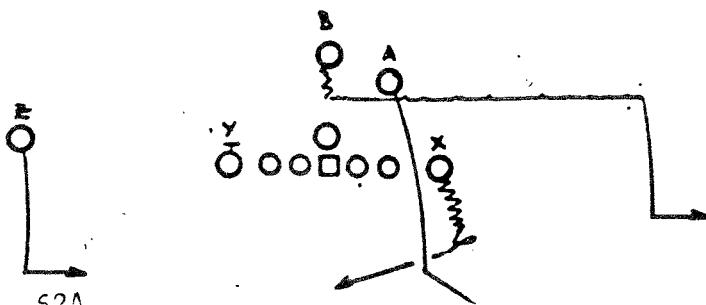
"A" MOTION PAST "X"



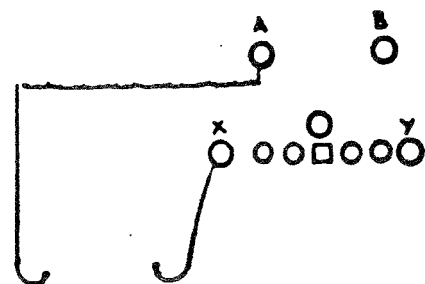
"B" MOTION PAST "X"



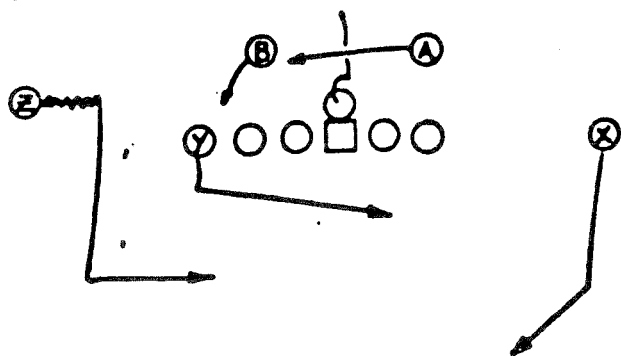
"B" MOTION PAST "X" NEAR



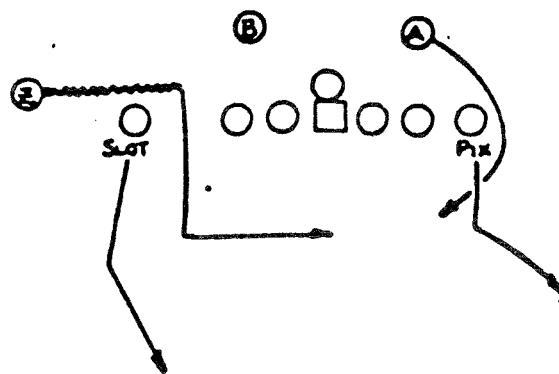
"A" MOTION PAST "X" NEAR



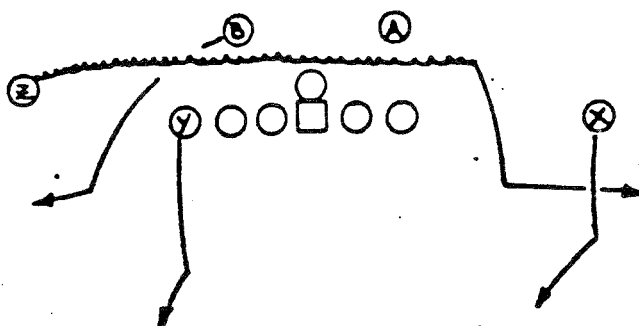
"Z" FLY SHORT



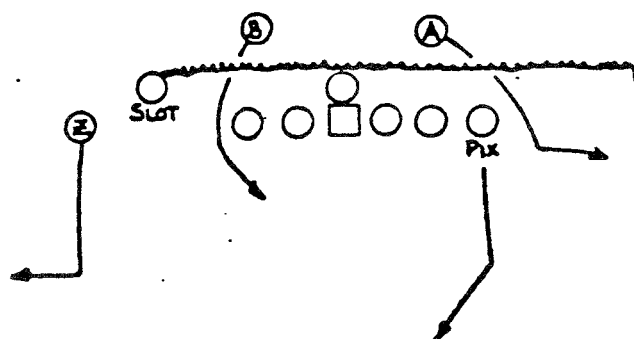
"Z" MOTION TO SLOT



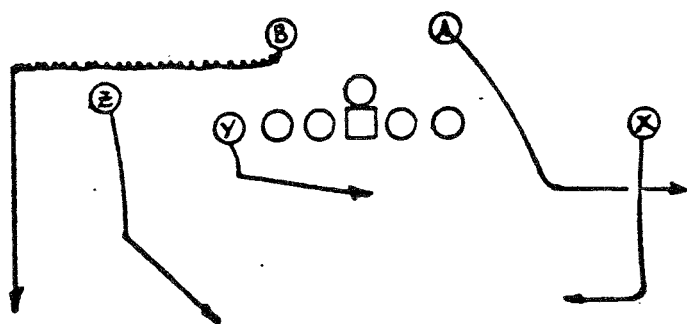
REGULAR TO SLOT



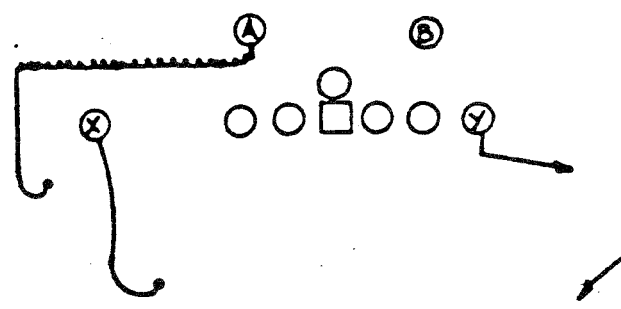
SLOT TO REGULAR



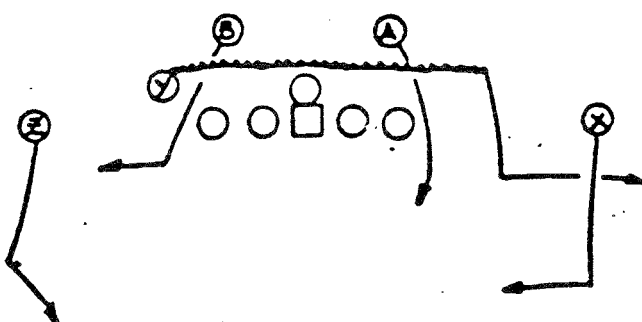
BACK MOTION STRONG (A or B)



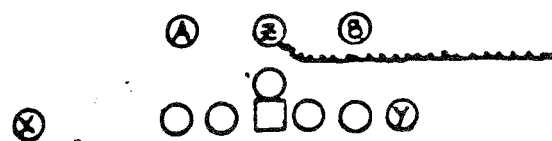
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



1986 RESULTS

DEFENSE

		Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	A
<u>BEAR MAN</u>	Vs.	0	0	0	0	0	0	0	0	
	Pass									

BASIC MAN-TO-MAN RULES	PURPOSES	WEAKNESSES
<ol style="list-style-type: none"> 1. Good alignment. 2. Comfortable stance. 3. Be in position to make your coverage. 4. Call Force -- get answer. 5. Don't tip defense. 6. Take quick key, then concentrate on your coverage. 7. Low backpedal or shuffle. 8. Good Buz. 9. Talk -- Talk-- Talk. 10. Prescribed tact position. 11. Burst at correct angle. 12. Point of attack - play tough. 13. Everyone break to ball. 14. Can't be fooled by play action. 15. Know where your help is. 16. Carry out the details of your job. 	<ol style="list-style-type: none"> 1. Man-to-man revolve. 2. Jam and delay "Z" with man-to-man coverage. 3. In-Out coverage on "B" Back. 4. Good vs delay patterns. 	<ol style="list-style-type: none"> 1. "X" Post or Corner, "A" UP. 2. Play-action - Strong Weak. 3. "Y" on Corner, Seam, or Stop (away from J) 4. Multiple sets. 5. Lookies.

ALERTS:
STUB:

1. 1st Back inside.

MAC:

1. Possible Duce Coverage
2. Possible Man Coverage
3. Possible Banjo Coverage.

BUCK:

1. Possible Duce Coverage.
2. Possible Man Coverage.
3. Possible Banjo Coverage.

(Z)

(SL)

(H)

(E)

(O)

(O)

(O)

(O)

(O)

(Px)

[S]

[M]

[B]

(S)

(L)

LOU:

1. Jam "Z", force outside.
2. Cover Front Zone (Slot or "B")

(R)

ROSE:

1. Cover "Z" M/M

(J)

JILL:

1. Cover SLOT M/M

SAM:

1. Possible Duce Coverage.
2. Possible Man Coverage.
3. Possible Banjo Coverage.

DEFENSE

SPOUT

COMMENT

ALERTS:
STUB:

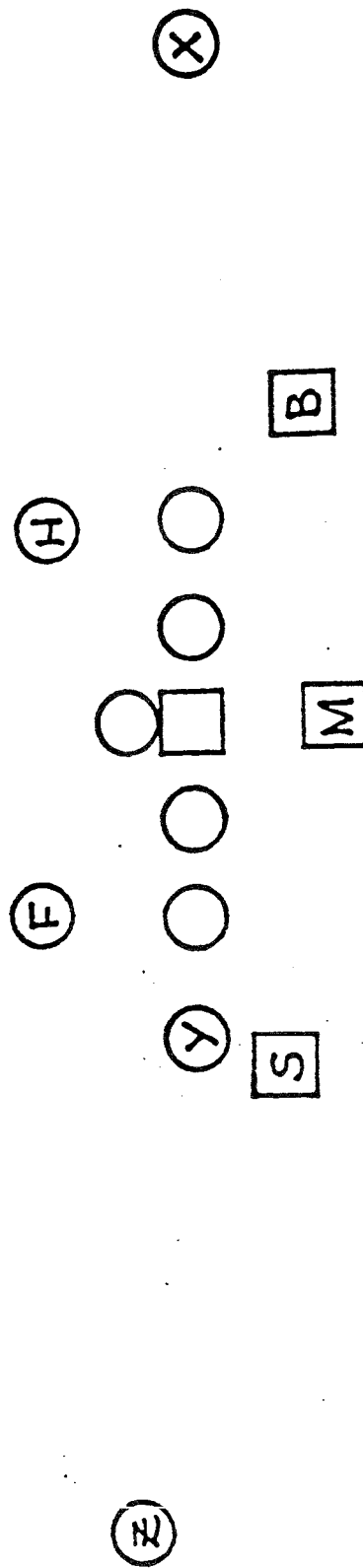
1. 1st Back
2. Stub force.
3. Deep outside help.
4. Flood Weak, fall back.
5. Flood Strong, teamwork

MAC:

(Same as COMBO)

BUCK:

(Same as COMBO)



LOU:

1. Tight inside coverage.
2. Deep help from Jill.
3. Possible Press or Trail technique.

SAM:

1. "Y" M/M
2. Stub force.
3. Cover tight inside.

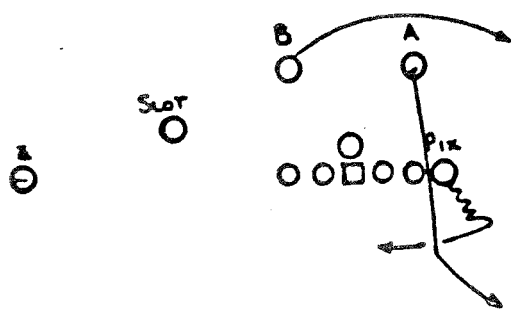
JILL:

1. Backup Strongside.
2. Favor "Z".

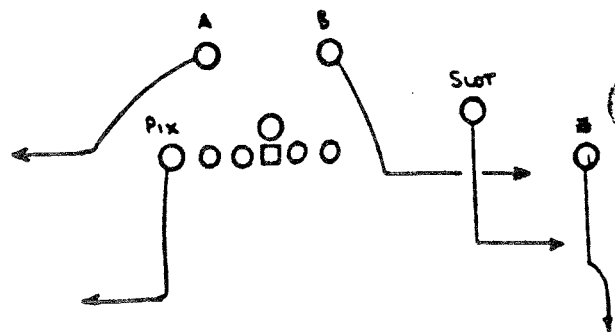
ROSE:

(Same as COMBO)

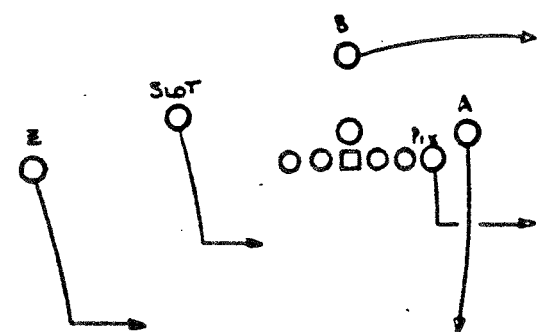
SLOT RED LEFT (FLOOD WEAK)



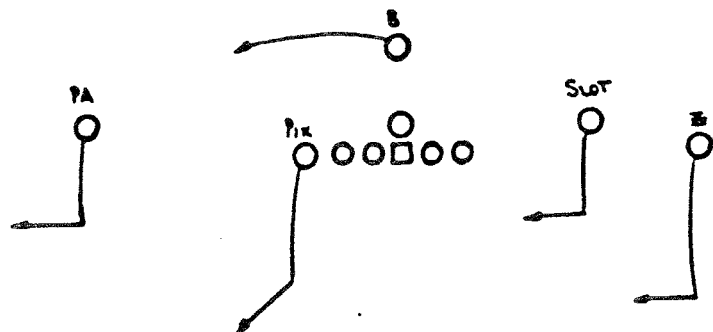
SLOT RED RIGHT



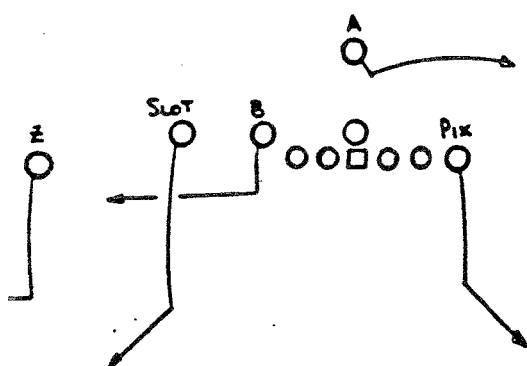
SLOT LEFT WING



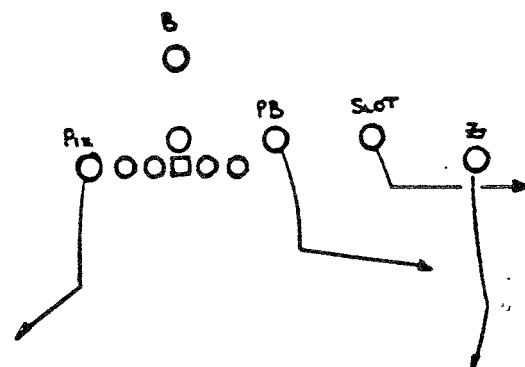
PEPPER SLOT RIGHT WIDE



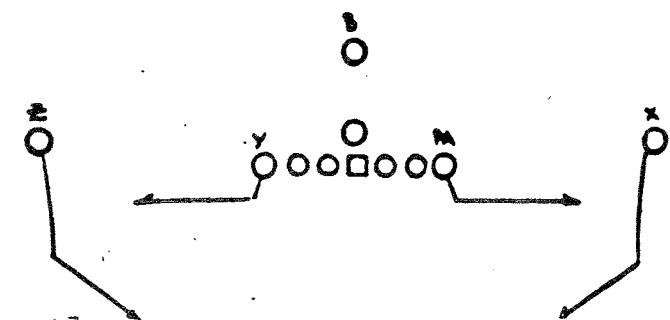
SLOT TRIPS LEFT



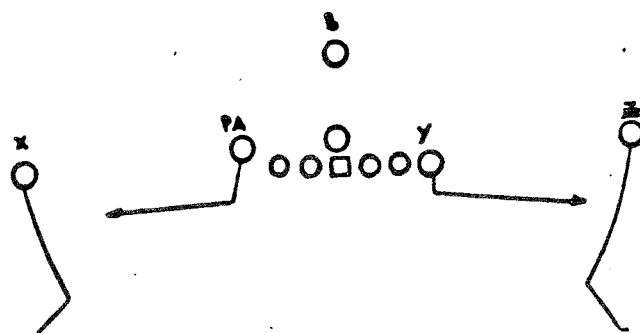
PEPPER SLOT RIGHT



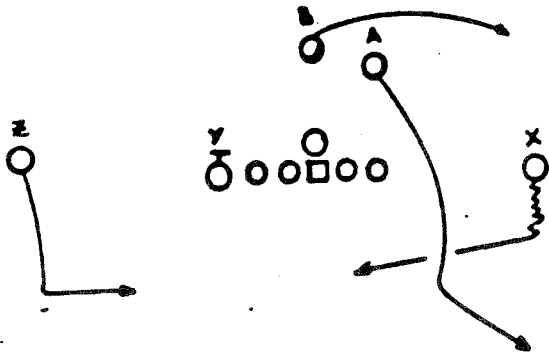
PEPPER LEFT



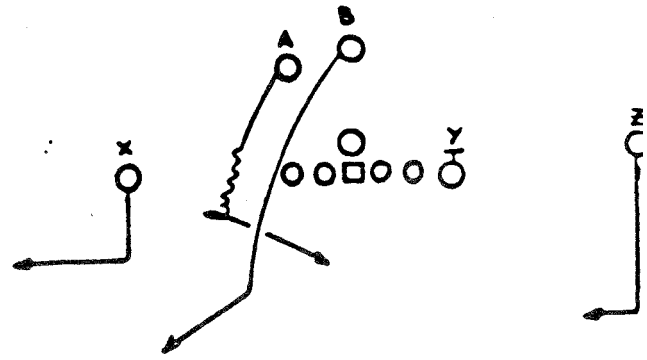
PEPPER ACE RIGHT



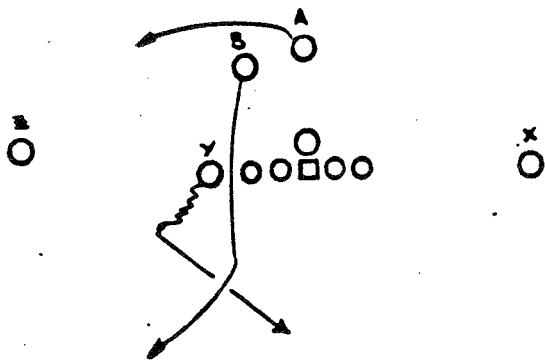
BROWN LEFT - (FLOOD WEAK)



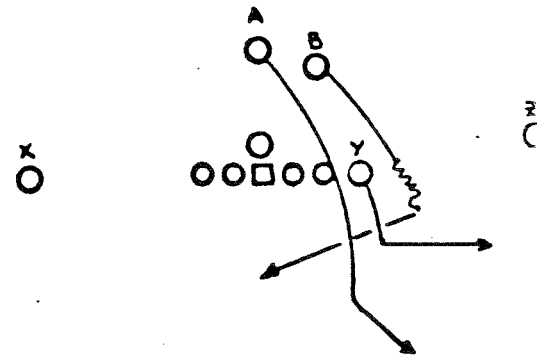
BROWN RIGHT



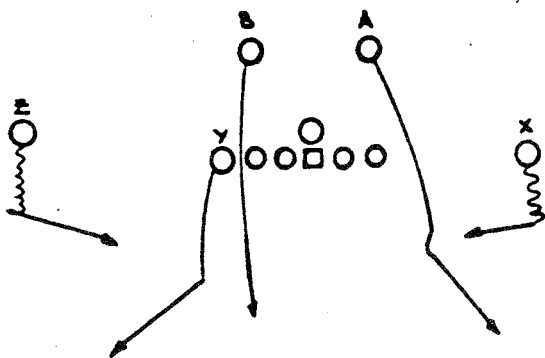
BLUE LEFT - (FLOOD STRONG)



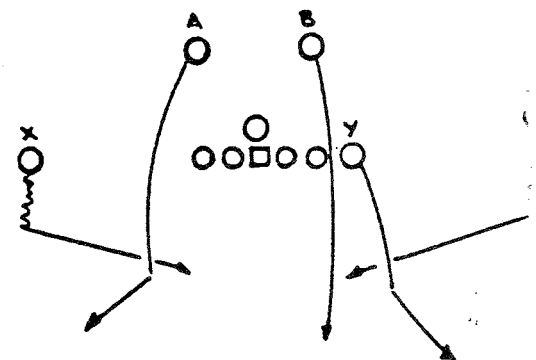
BLUE RIGHT - (FLOOD STRONG)



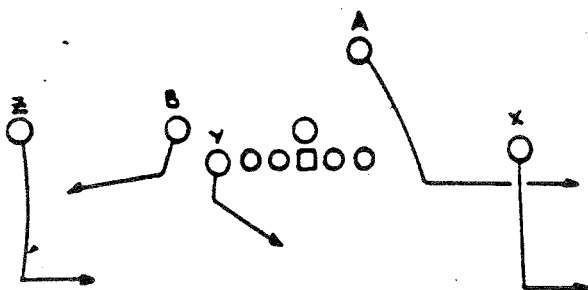
RED LEFT



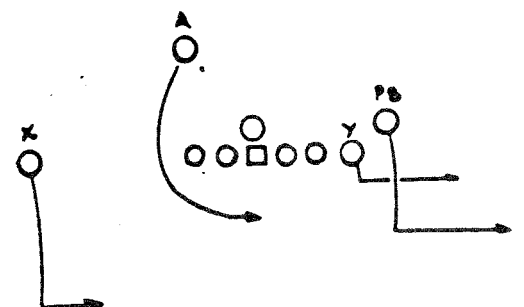
RED RIGHT



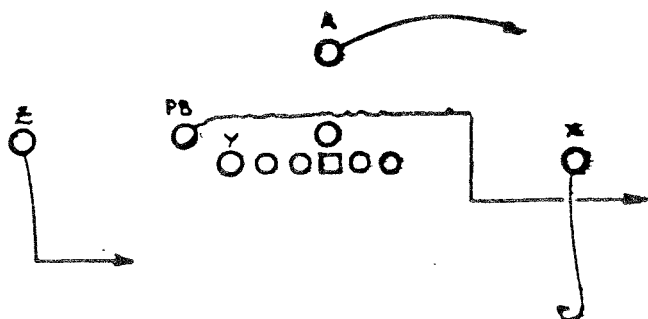
TRIPS LEFT



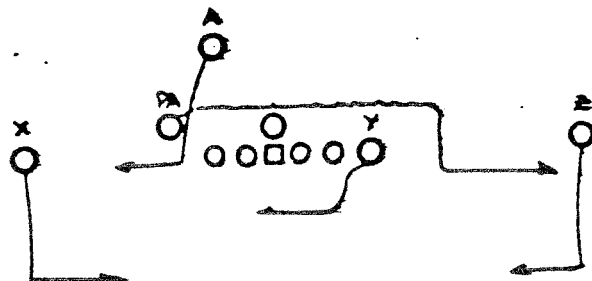
PEPPER TRIPS RIGHT



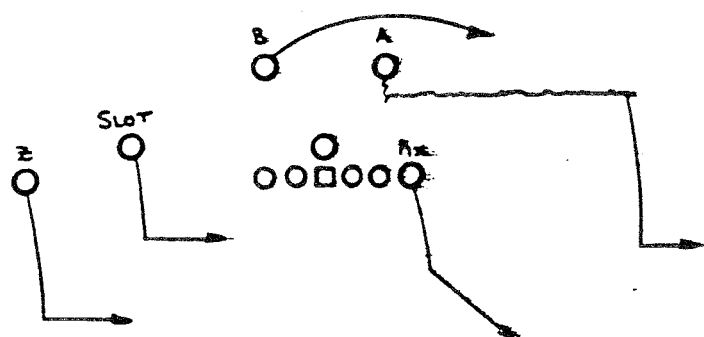
PEPPER TRIPS - MOTION TO ACE



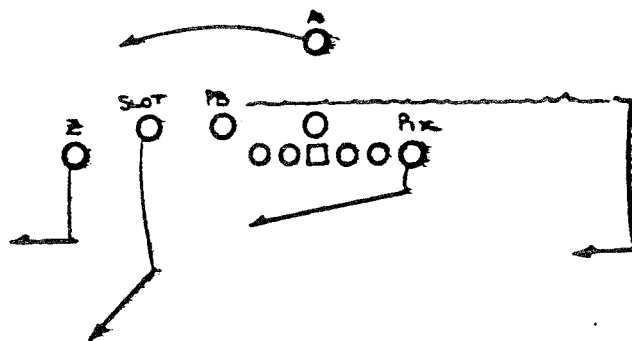
PEPPER ACE - MOTION TO TRIPS



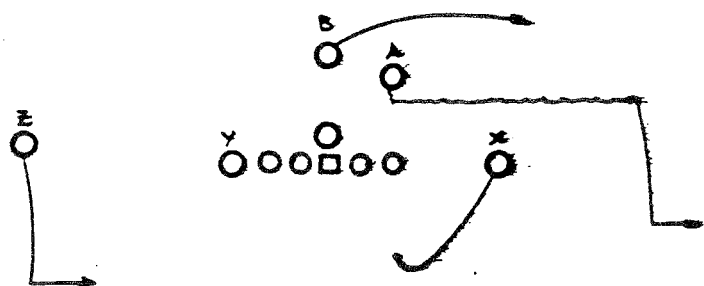
SLOT TO SLOT WIDE



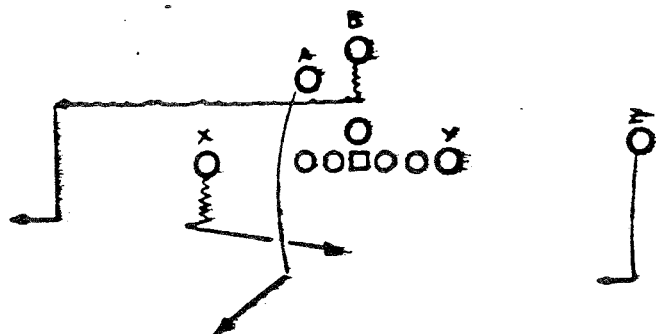
PEPPER SLOT TO PEPPER SLOT WIDE



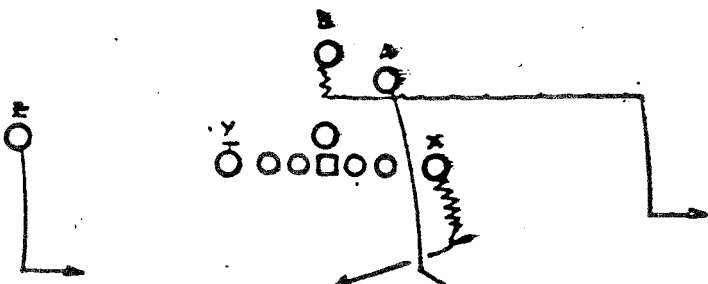
"A" MOTION PAST "X"



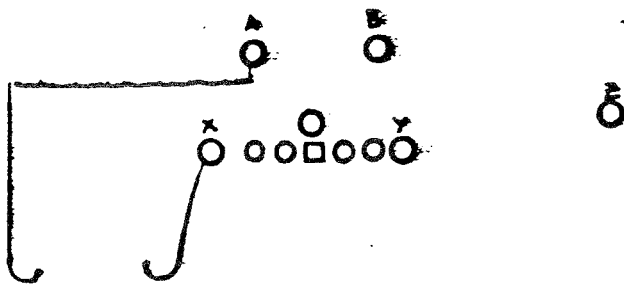
"B" MOTION PAST. "X"



"B" MOTION PAST "X" NEAR

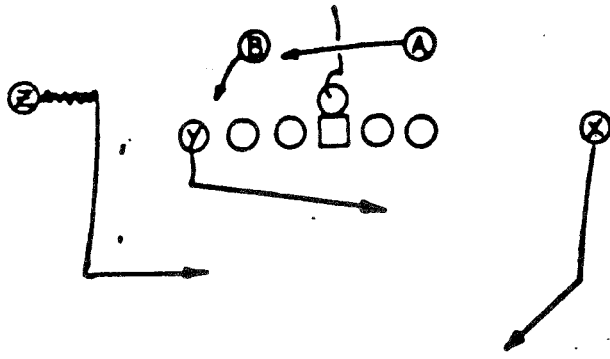


"A" MOTION PAST "X" NEAR

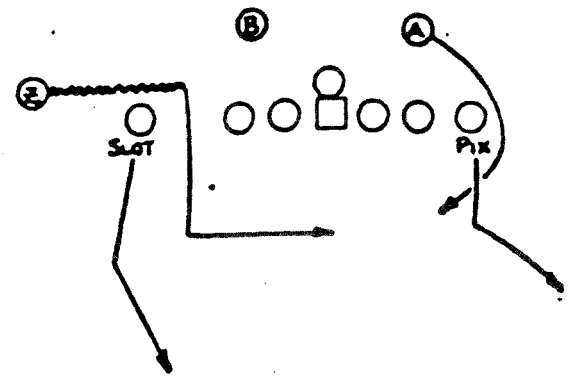


TYPES OF MOTION

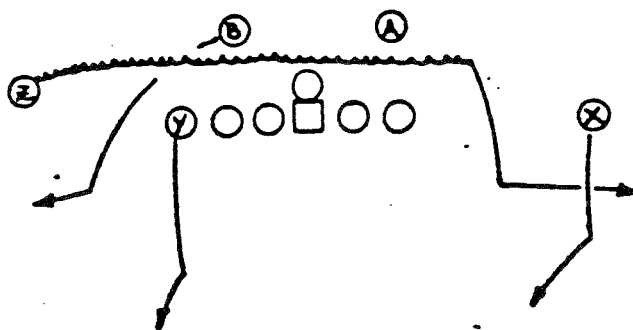
"Z" FLY SHORT



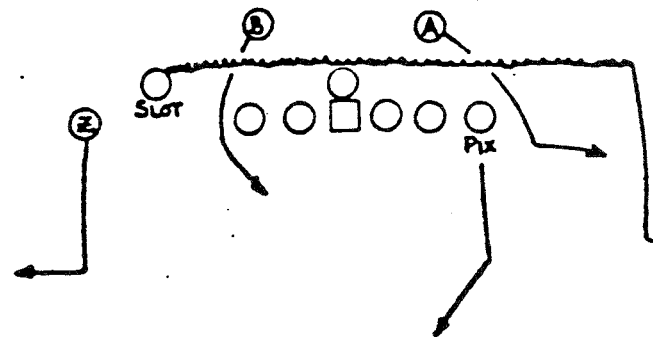
"Z" MOTION TO SLOT



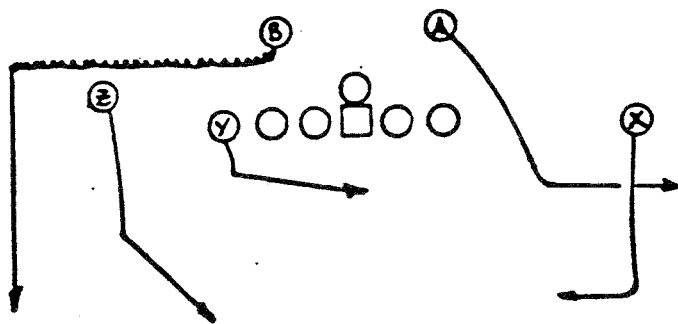
REGULAR TO SLOT



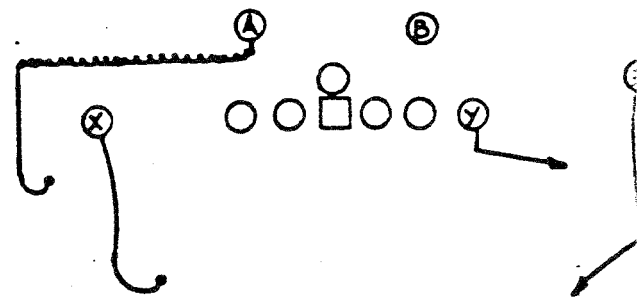
SLOT TO REGULAR



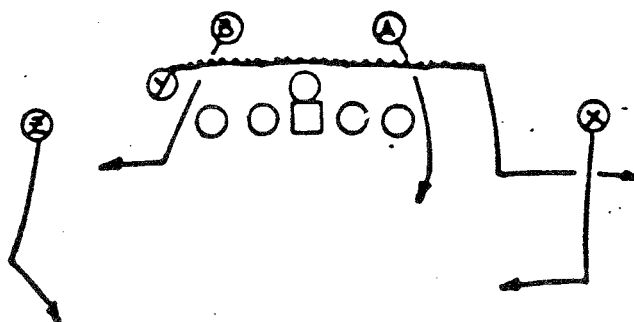
BACK MOTION STRONG (A or B)



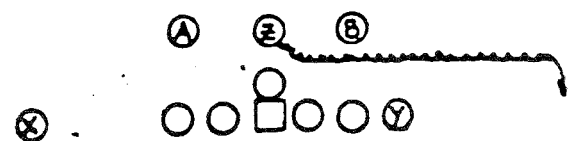
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



1986 RESULTS

DEFENSE

		Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/Tt
6	SPOUT	2	1	50	22	0	0	0	22.0	11.0

BASIC MAN-TO-MAN RULES

- Good alignment.
- Comfortable stance.
- Be in position to make your coverage.
- Call Force -- get answer.
- Don't tip defense.
- Take quick key, then concentrate on your coverage.
- Low backpedal or shuffle.
- Good Buz.
- Talk -- Talk-- Talk.
- Prescribed tact position.
- Burst at correct angle.
- Point of attack. -- play tough.
- Everyone break to ball.
- Can't be fooled by play action.
- Know where your help is.
- Carry out the details of your job.

PURPOSES

- 1. Good close coverage on "Y" and "Z".
- 2. Good Vs. Slot.
- 3. Good against strongside bombs.
- 4. Good motion adjustment - regular to Slot motion.

WEAKNESSES

- 1. Out moves by: "Y", Slot, or "G" Back.
- 2. Corner patterns.

SPOUT VS. SLOT

ALERTS:
STUB:

1. Take 1st Back strong.
2. Flood weak, fall back.
3. Backer Force.
4. Flood strong, teamwork with Mac
5. Alert Picks in T.T.

MAC: Standard Buz

1. Alert flood strong or weak.
2. Combo rules.
3. Possible Duce Coverage.
4. Possible Banjo Coverage.
5. Possible Man Coverage.

BUCK: Standard Buz

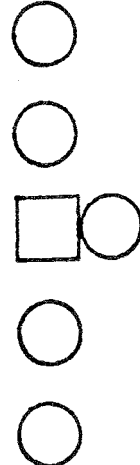
1. Combo rules.
2. Possible Duce Coverage.
3. Possible Banjo Coverage.
4. Possible Man Coverage.

(Z)

(SL)

(H)

(F)



[S]

[M]

(Px) [B]

/S

/L

LOU:

1. Inside tact position.
2. Same as Minnesota.
3. Plaster on scrambles.

/R

ROSE:

1. Slot M/M.
2. Take away inside moves, play tough - challenge.
3. Possible Press.
4. Plaster Vs. scrambles.

/J

JILL:

1. Back up Lou & Rose on any deep routes to strongside.

SAM:

1. Call Force.
2. Possible Duce Call.
3. Possible Banjo Call.
4. Possible Man Call.

NOTE: Corner Call may be made by Jill in Tough Territory where he takes corner away from either "Z" or Slot..

DEFENSE

COMMENT

SPOUT "S"

AUDIBLE: "S"

ALERTS:

STUB:

MAC: Standard Buz

BUCK: Standard Buz

1. Align head up.
2. Play run tough.
3. No inside release of Y-Lookie.
4. Inside/out with Sam on Y & B.
5. Flood weak, fall back.
6. **Stub** = Stub & Sam switch.

(Same as COMBO)

(Same as COMBO)

(Z)

(F)

(H)

(Y)

()

()


()

(X)

[S]

[M]

[B]

LOU: 

1. Same as SPOUT
2. No Trail technique

SAM: 

JILL: 

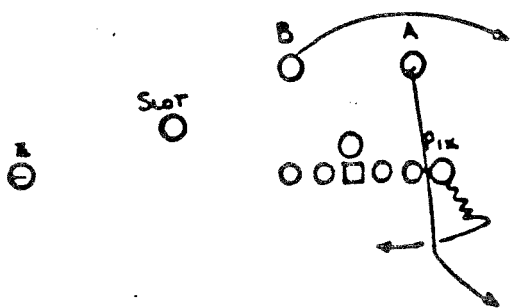
ROSE: 

1. Combo Y & B with Stub (release of Y).
2. Stud align, (53) in/out.
3. Freddie force.
4. Play like Sam Zone, except responsible for man.
5. Y slow--help Z, don't turn back on QB.
6. = switch position with

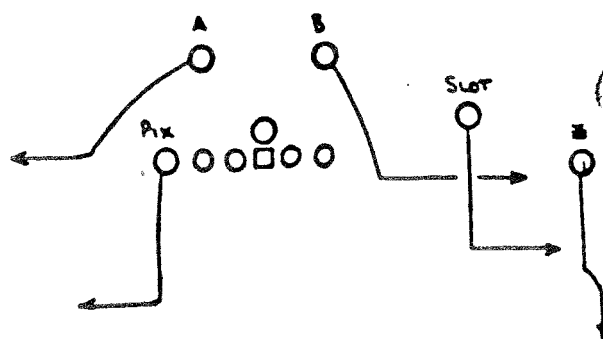
1. Back up strongside--be ready to back up either Z or Y.

(Same as SPOUT)

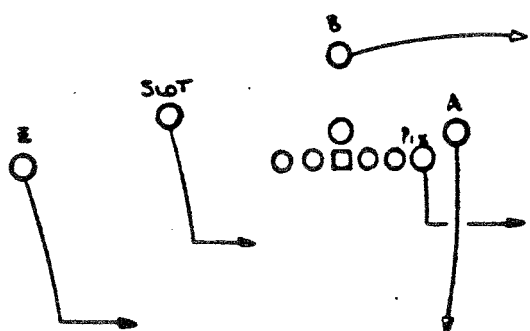
SLOT RED LEFT (FLOOD WEAK)



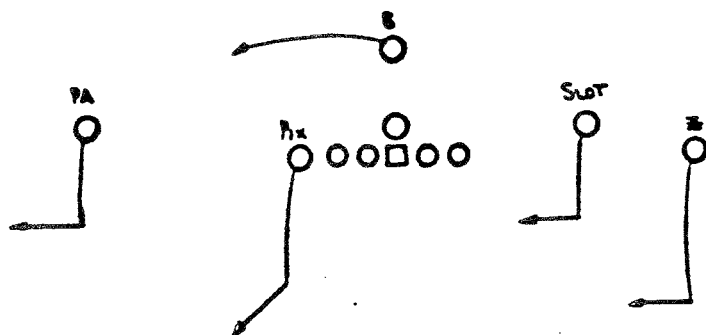
SLOT RED RIGHT



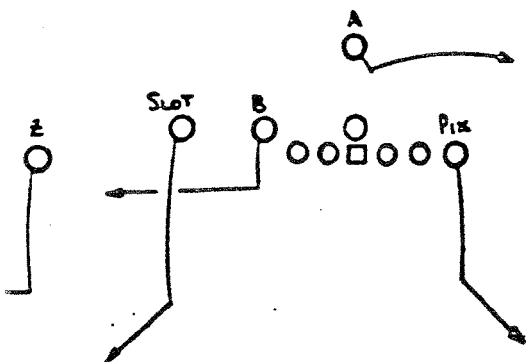
SLOT LEFT WING



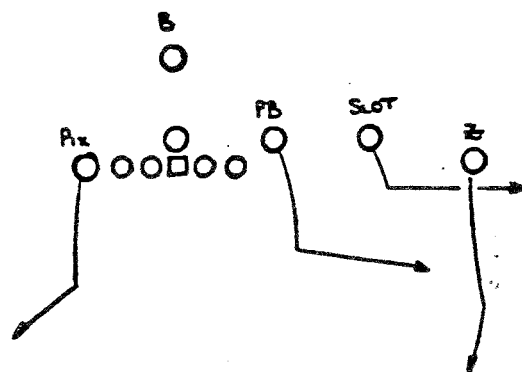
PEPPER SLOT RIGHT WIDE



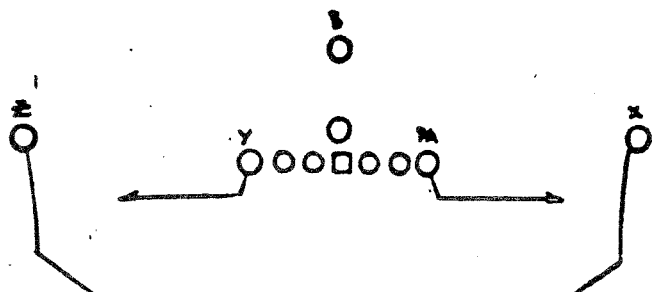
SLOT TRIPS LEFT



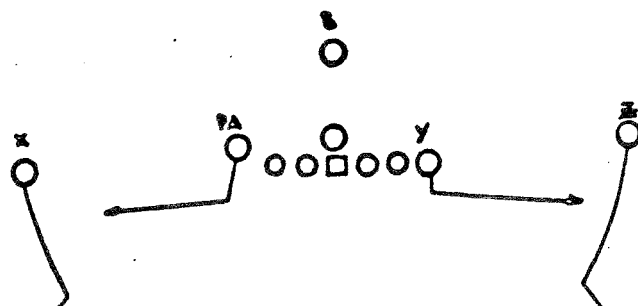
PEPPER SLOT RIGHT



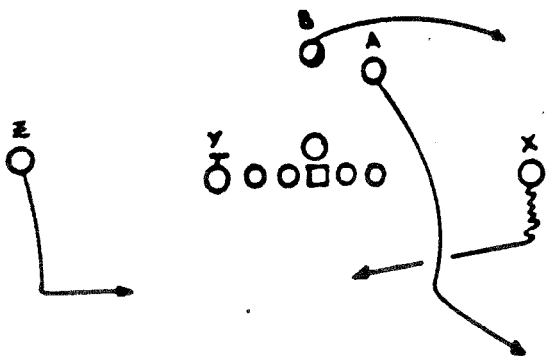
PEPPER LEFT



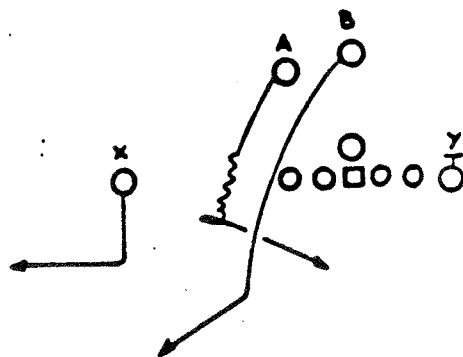
PEPPER ACE RIGHT



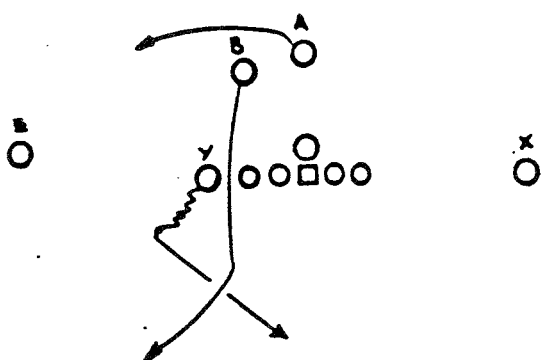
BROWN LEFT - (FLOOD WEAK)



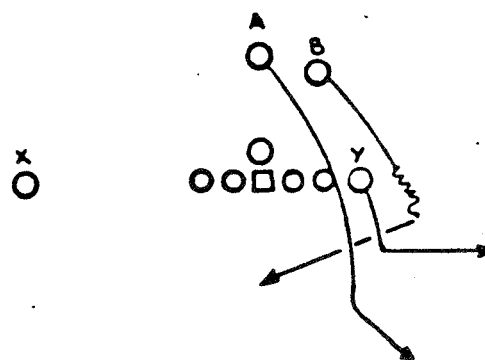
BROWN RIGHT - (FLOOD WEAK)



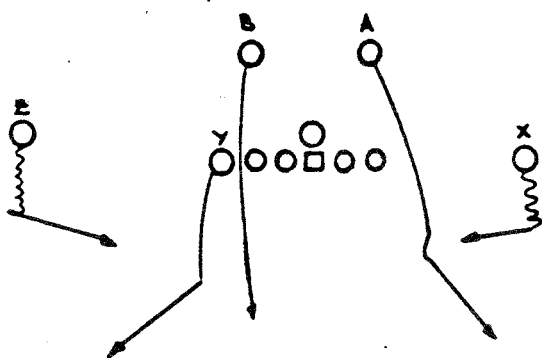
BLUE LEFT - (FLOOD STRONG)



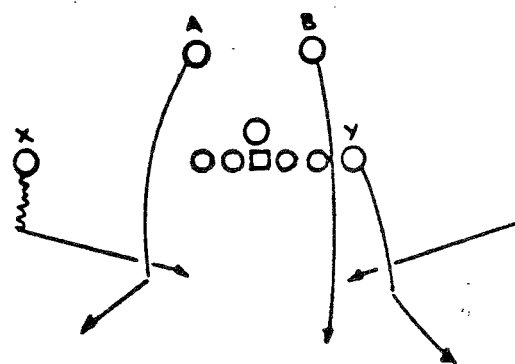
BLUE RIGHT - (FLOOD STRONG)



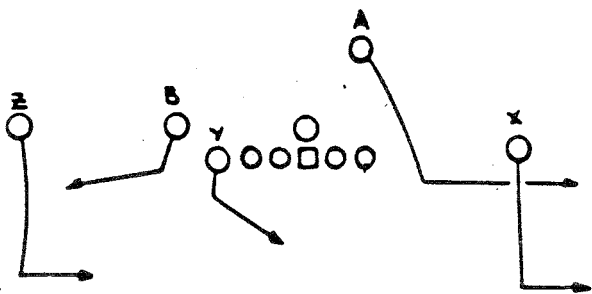
RED LEFT



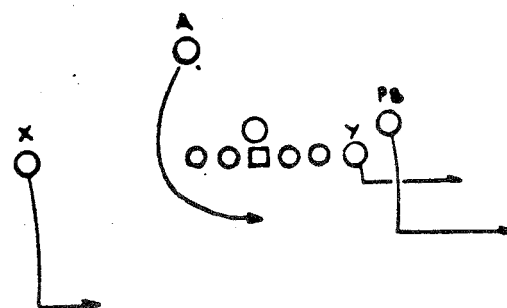
RED RIGHT



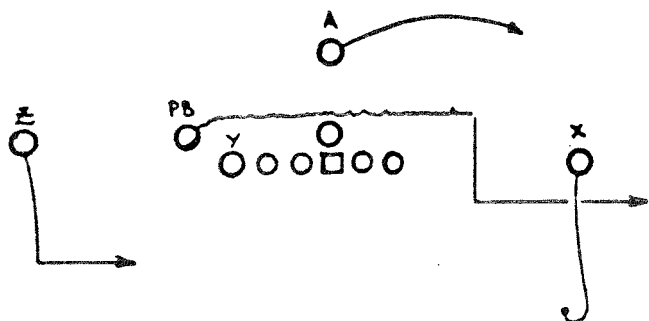
TRIPS LEFT



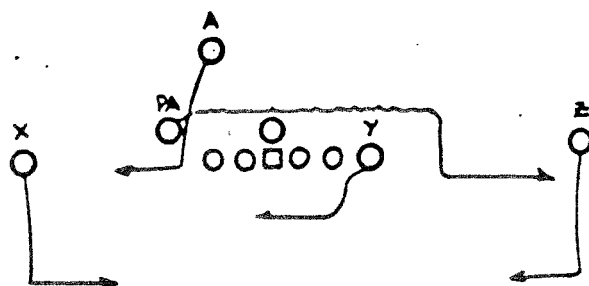
PEPPER TRIPS RIGHT



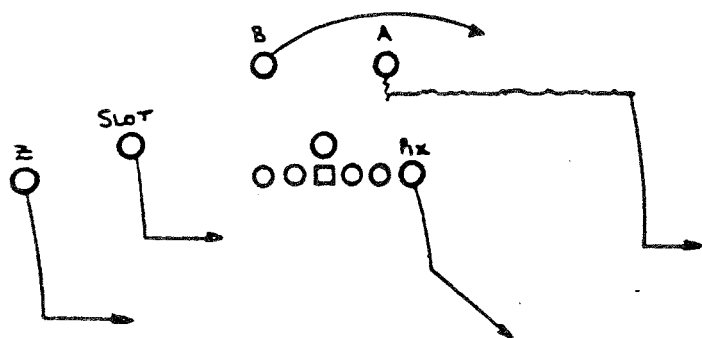
PEPPER TRIPS - MOTION TO ACE



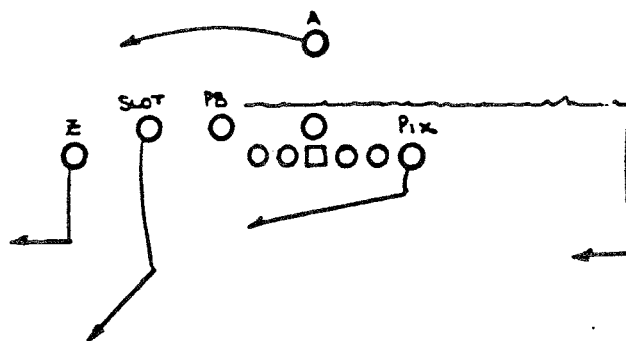
PEPPER ACE - MOTION TO TRIPS



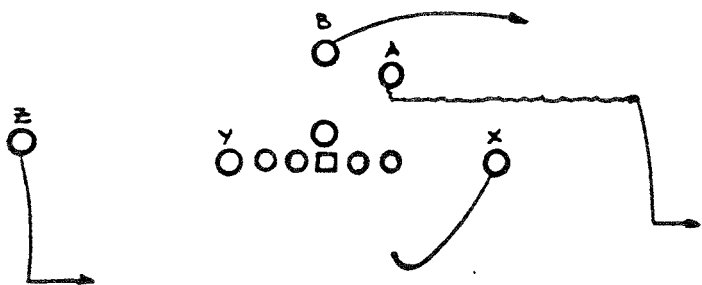
SLOT TO SLOT WIDE



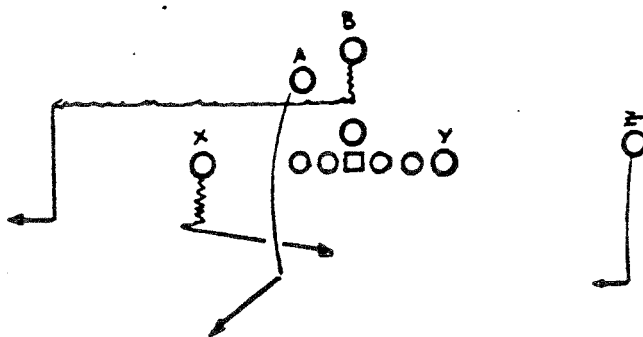
PEPPER SLOT TO PEPPER SLOT WIDE



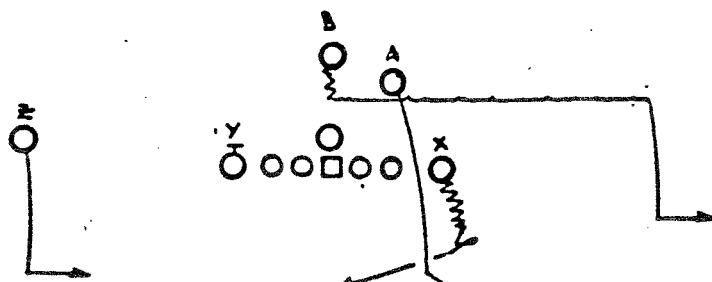
"A" MOTION PAST "X"



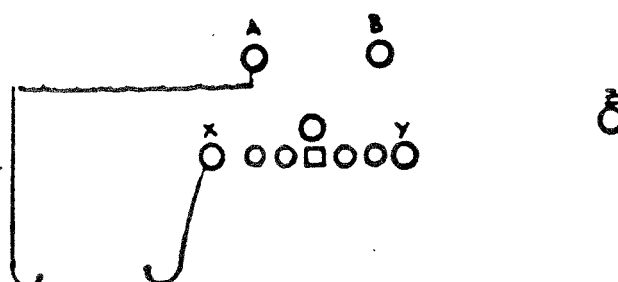
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR

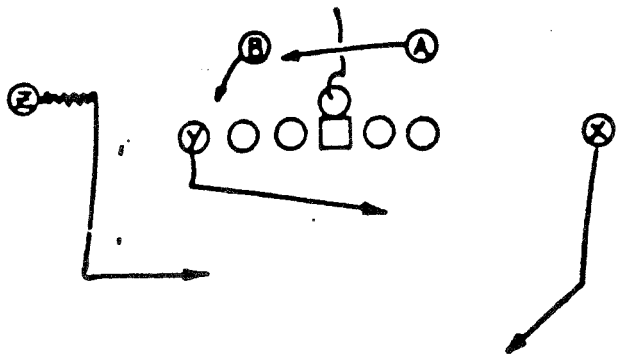


"A" MOTION PAST "X" NEAR

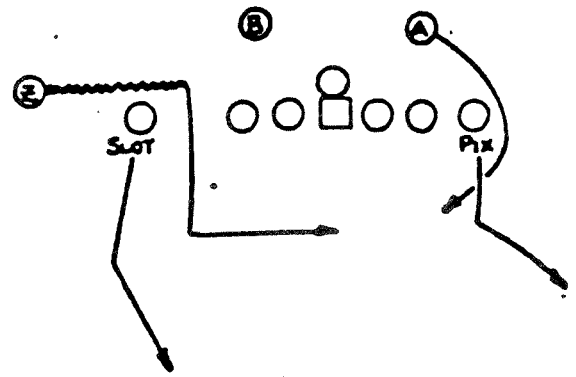


TYPES OF MOTION

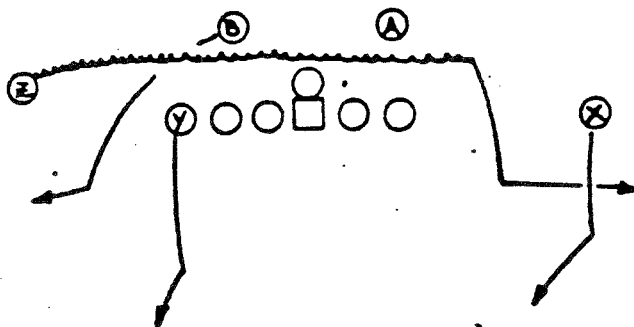
"Z" FLY SHORT



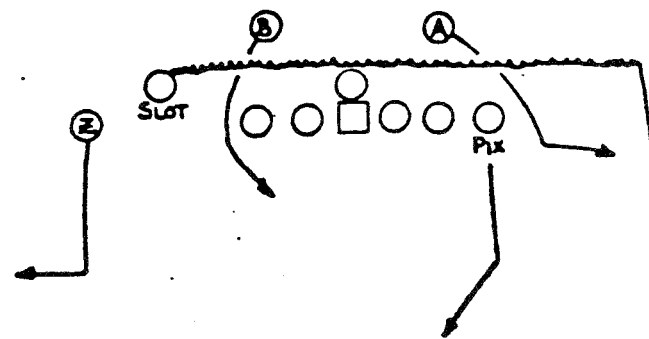
"Z" MOTION TO SLOT



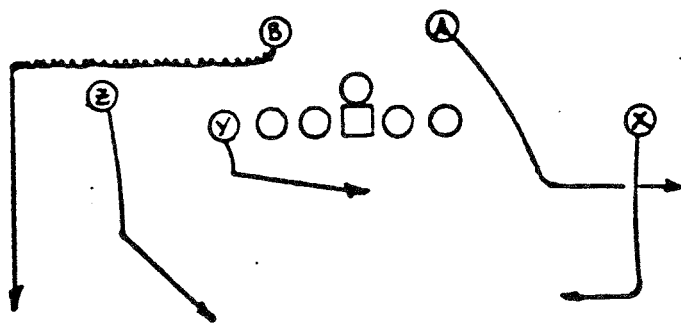
REGULAR TO SLOT



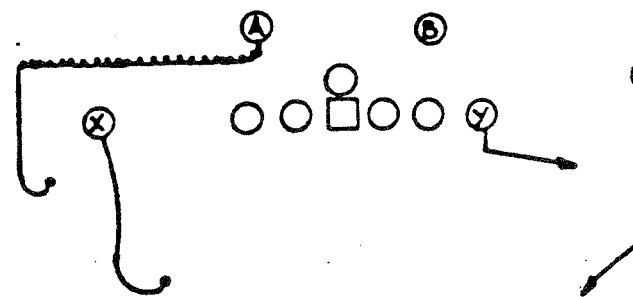
SLOT TO REGULAR



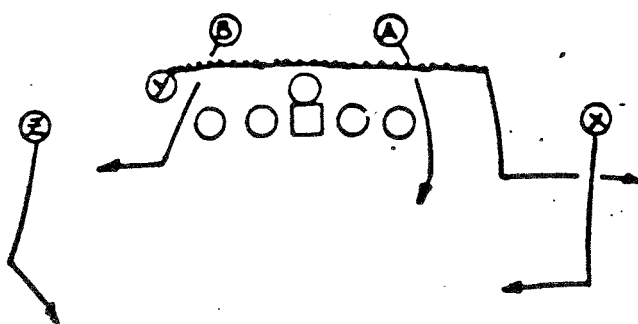
BACK MOTION STRONG (A or B)



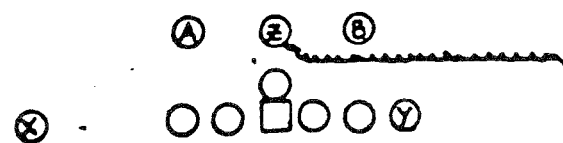
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



DEFENSE

1985 RESULTS

SPOUT S									
Vs. Pass	Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/Thrc
0	0	0	0	0	0	0	0	0	0

BASIC MAN-TO-MAN RULES	PURPOSES	WEAKNESSES
------------------------	----------	------------

- | | | |
|--|--|--|
| <ol style="list-style-type: none"> 1. Good alignment. 2. Comfortable stance. 3. Be in position to make your coverage. 4. Call force -- get answer. 5. Can't tip defense. 6. Take quick key, then concentrate on your coverage. 7. Low backpedal or shuffle. 8. Good Buz. 9. Talk -- Talk-- Talk. 10. Prescribed tact position. 1. Burst at correct angle. 2. Point of attack - play tough. 3. Everyone break to ball. 4. Can't be fooled by play action. 15. Know where your help is. 16. Carry out the details of your job. | <ol style="list-style-type: none"> 1. Good Man mixer on 1st down. Gives the same good Strongside force and the same look as Sam Zone. 2. Good close coverage on "Y" and "Z". 3. Good against strongside bombs. 4. Gives strong corner help on Combo coverage. 5. A way to play SPOUT with a 53 front. | <ol style="list-style-type: none"> 1. Weak Corner - no help to Post. 2. Mac - no help to Post. |
|--|--|--|

ALERTS:
STUB:

MAC:

BUCK:

(Z)

(SL)

(H)

(E)



(Px)

[S]

[M]

[B]

/S

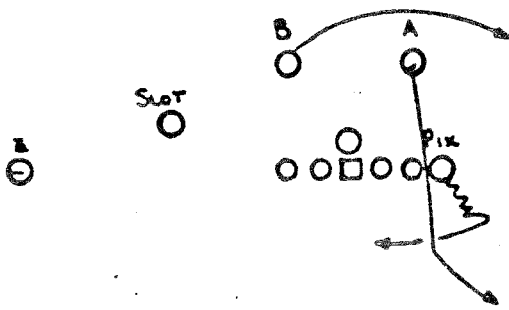
Lou: △

Rose: △

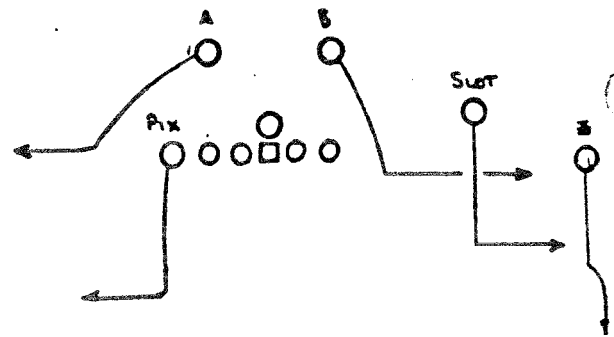
Jill: △

SAM:

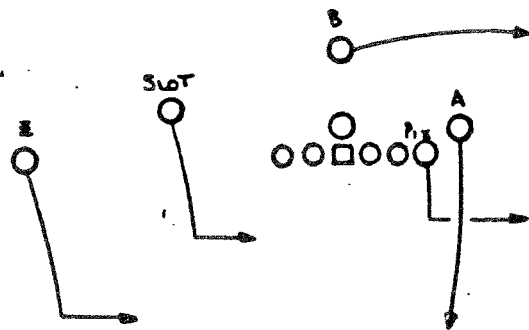
SLOT RED LEFT (FLOOD WEAK)



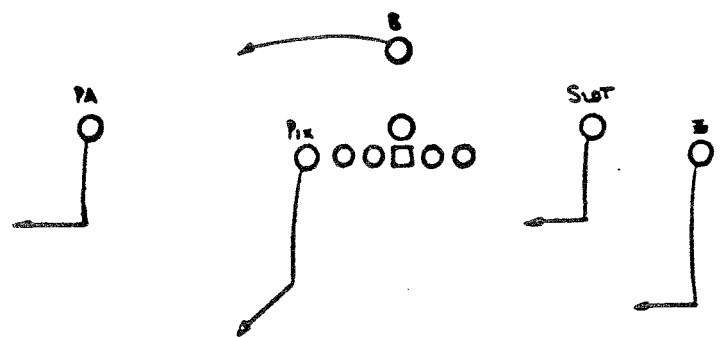
SLOT RED RIGHT



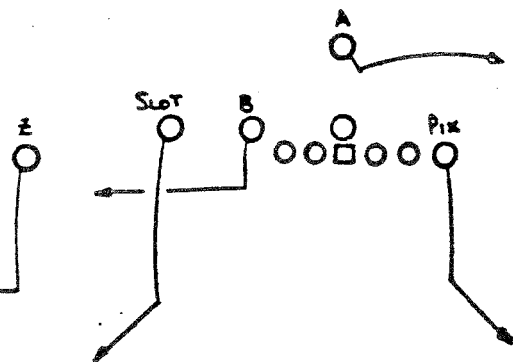
SLOT LEFT WING



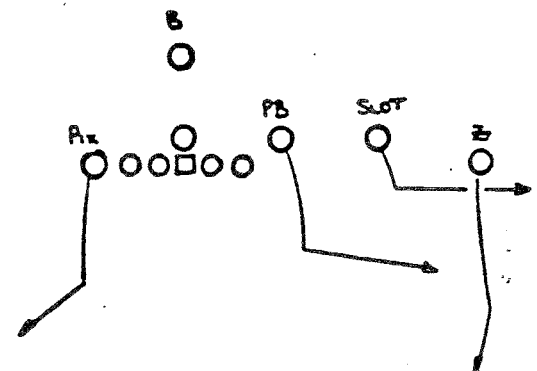
PEPPER SLOT RIGHT WIDE



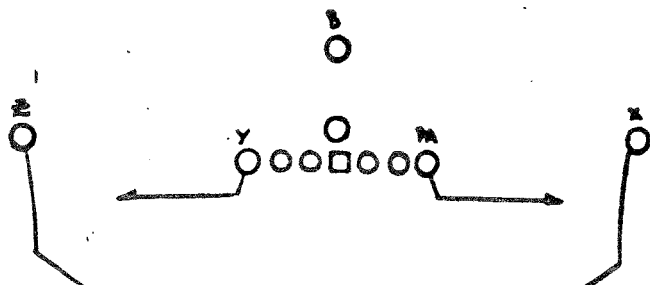
SLOT TRIPS LEFT



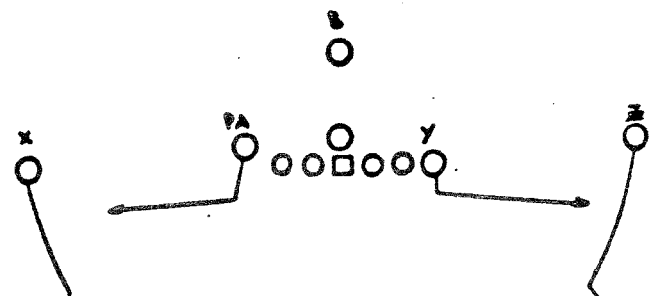
PEPPER SLOT RIGHT



PEPPER LEFT



PEPPER ACE RIGHT



DEFENSE

AUDIBLE: "M"

COMMENT (Good vs "Z" Short Motio
(Good vs Short Split of Z

SPOUT "M"

ALERTS:

STUB:

Stack Buz

MAC:

Standard Buz

BUCK:

Standard

1. Same as SPOUT
2. Cleo force with "Z"
fly short or Wing.

(Same as SPOUT)

(Same as SPOUT)

(Z)

(F)

(H)

(X)

(Y)

(O)

(O)

(O)

(O)

(O)

[S]

[M]

[B]

△

LOU:

1. Cleo force with "Z"
fly short or Wing.
2. Pass develops, play for
outside moves of "Z".
3. "Z" up - cover.
4. "Z" Cross - free up,
look to help on "B"
or "Y".

△

SAM:

1. "Y" M/M.
2. Take away inside moves--
play tough, challenge.
3. Possible press.
4. Plaster vs. scramble.
5. Stub force.

△

JILL:

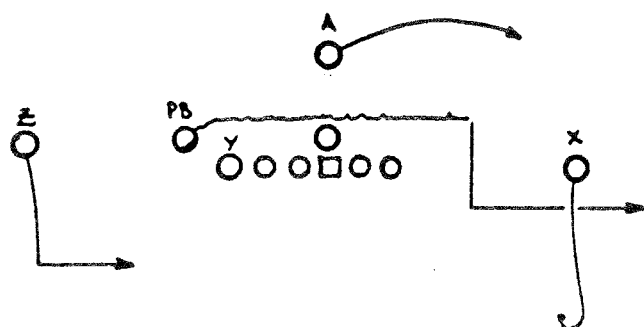
1. Cover "Z" on any inside moves.
2. Double with corner on "up".
3. Any out move--free up, help
where needed.

(Same as SPOUT)

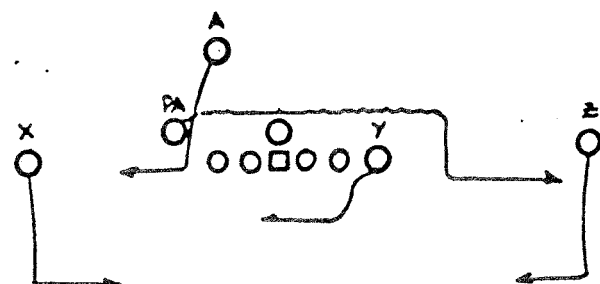
△

ROSE:

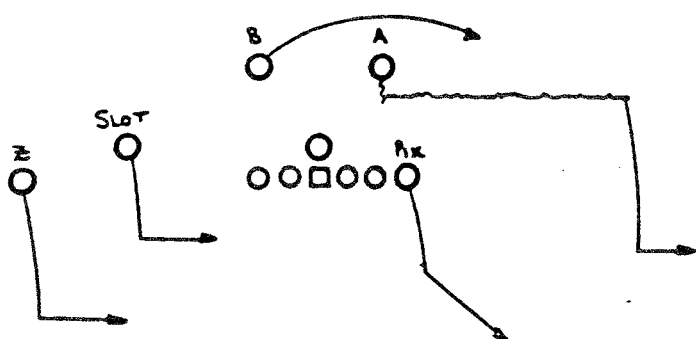
PEPPER TRIPS - MOTION TO ACE



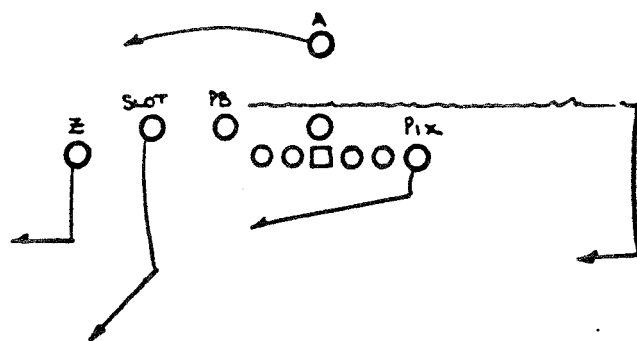
PEPPER ACE - MOTION TO TRIPS



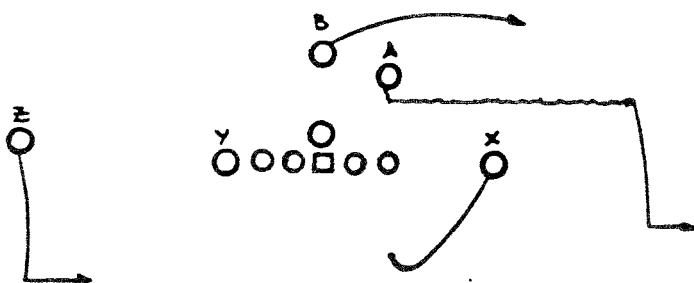
SLOT TO SLOT WIDE



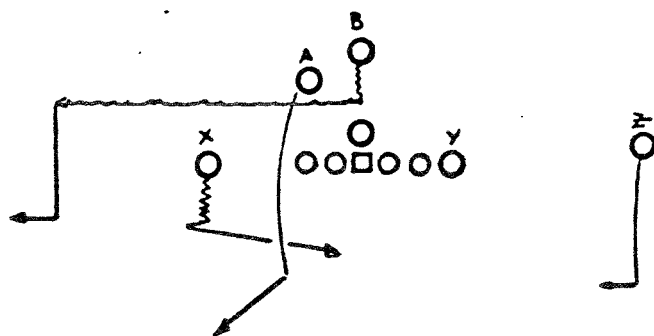
PEPPER SLOT TO PEPPER SLOT WIDE



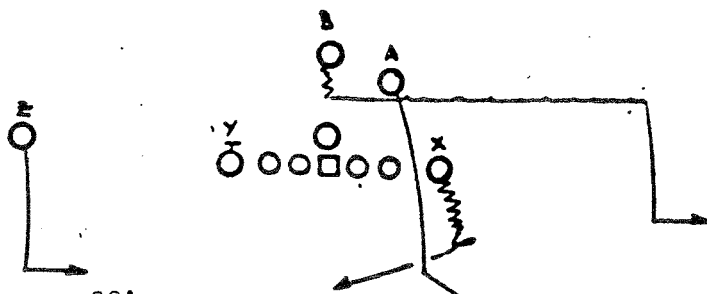
"A" MOTION PAST "X"



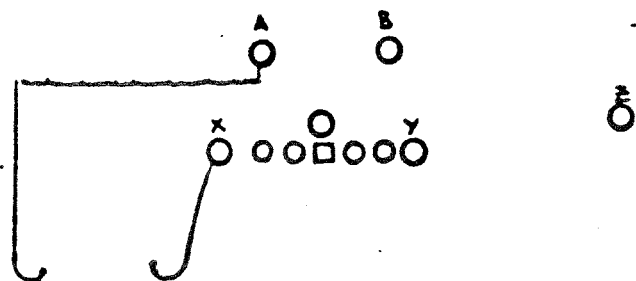
"B" MOTION PAST "X"



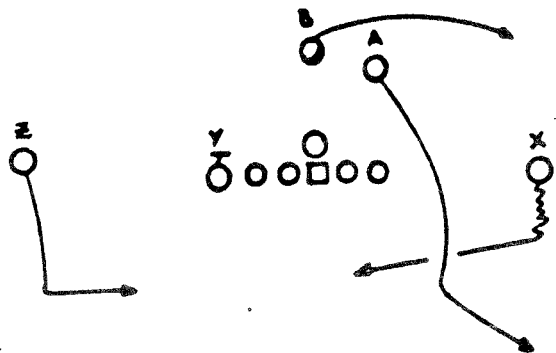
"B" MOTION PAST "X" NEAR



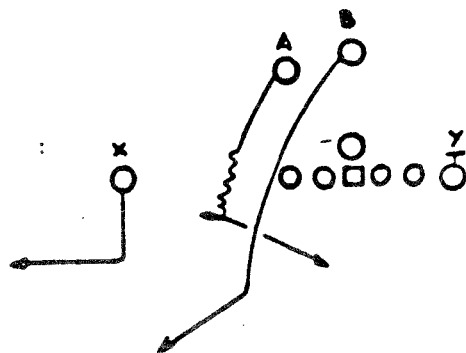
"A" MOTION PAST "X" NEAR



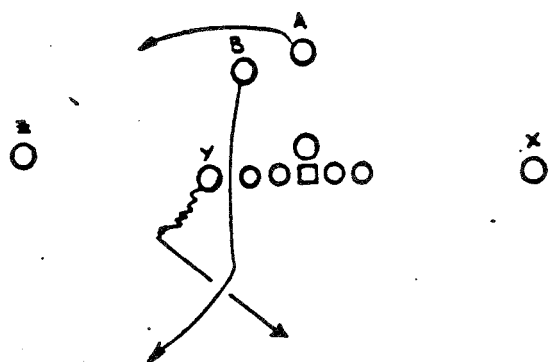
BROWN LEFT - (FLOOD WEAK)



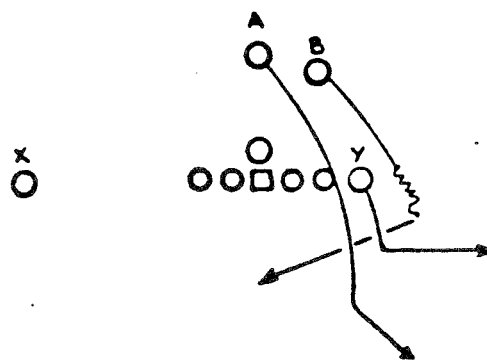
BROWN RIGHT



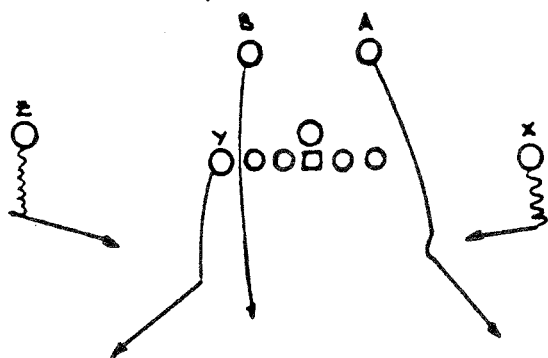
BLUE LEFT - (FLOOD STRONG)



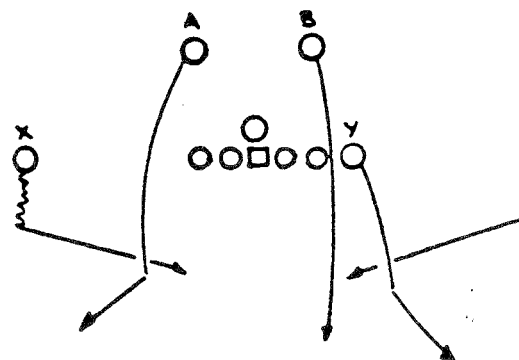
BLUE RIGHT - (FLOOD STRONG)



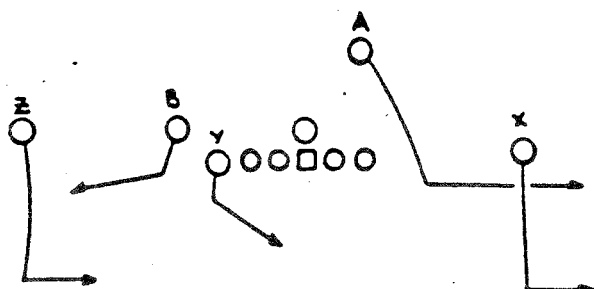
RED LEFT



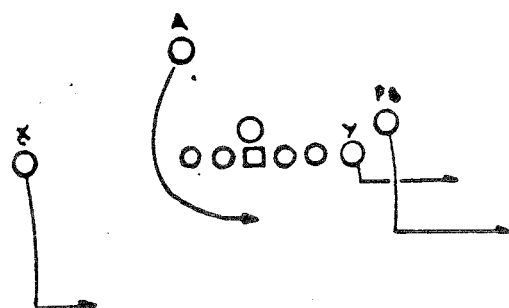
RED RIGHT



TRIPS LEFT



PEPPER TRIPS RIGHT



DEFENSE

1986 RESULTS

SPOUT M											
Vs. Pass	Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/T		
	1	0	0	0	0	0	0	0	0		

BASIC MAN-TO-MAN RULES

1. Good alignment.
2. Comfortable stance.
3. Be in position to make your coverage.
4. Call force -- get answer.
5. Don't tip defense.
6. Take quick key, then concentrate on your coverage.
7. Low backpedal or shuffle.
8. Good Buz.
9. Talk -- Talk-- Talk.
0. Prescribed tact position.
1. Burst at correct angle.
2. Point of attack - play tough.
3. Everyone break to ball.
4. Can't be fooled by play action.
5. Know where your help is.
6. Carry out the details of your job.

PURPOSES

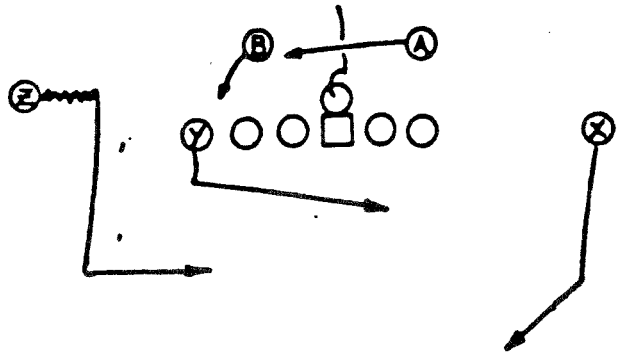
1. Good Vs. "Z" fly short passes.
2. Good Vs. "Z" lined up with a short split from "Y" (Wing).
3. Possible way to take medium routes by "Z" and "X" away with Jiff.

WEAKNESSES

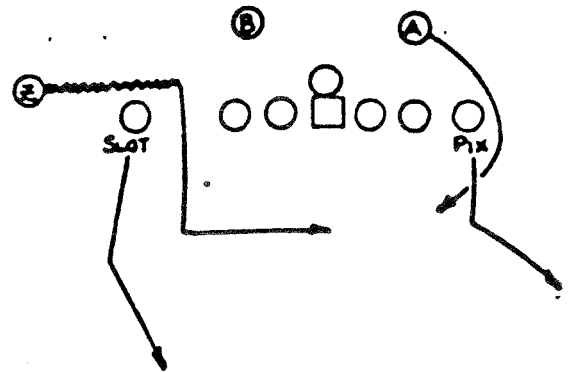
1. Same as Combo weakside.
2. Possible tough with "B" flat & up with "Z" split.

TYPES OF MOTION

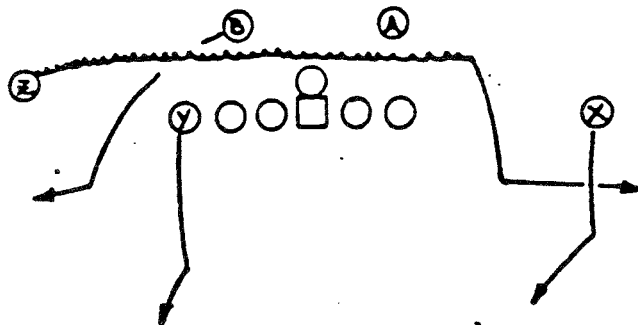
"Z" FLY SHORT



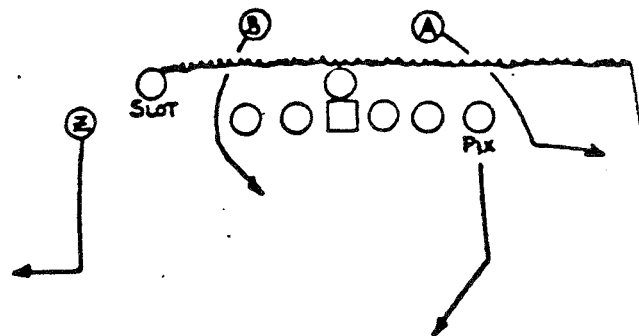
"Z" MOTION TO SLOT



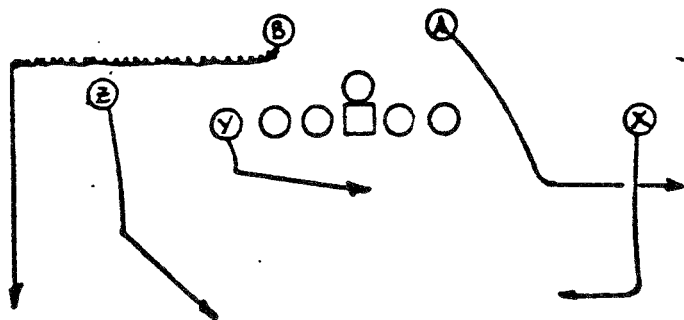
REGULAR TO SLOT



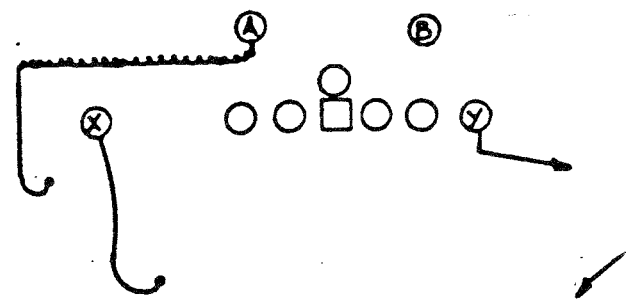
SLOT TO REGULAR



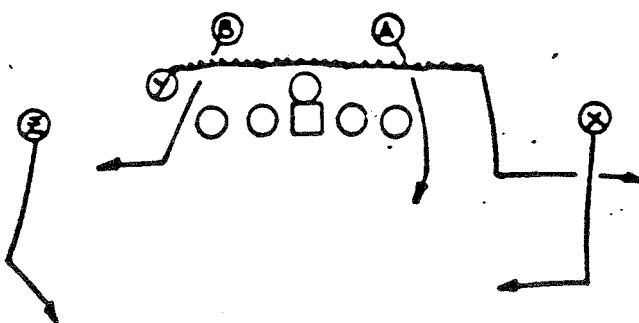
BACK MOTION STRONG (A or B)



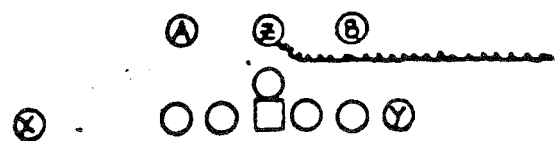
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



ALERTS:
STUB:

MAC:

BUCK:

(Same as SPOUT)

(Same as SPOUT)

(Same as SPOUT)

(Z)

(SL)

(H)

(E)

○

○

□

○

○

(Px)

[B]

[S]

[M]

/S

/L

LOU:

/R

ROSE:

/J

JILL:

SAM:

1. Cover "Z" outside M/M.
2. "Z" in, look for Slot out.

1. Slot M/M inside tact.

1. "Z" inside

(Same as SPOUT)

DEFENSE

COMMENT

SPOUT OUT

AUDIBLE "OUT OF"

ALERTS:
STUB:

MAC:

BUCK:

(Z)

(F)

(H)

(Y)

(O)

(O)

(O)

(O)

(O)

(X)

[S]

[M]

[B]

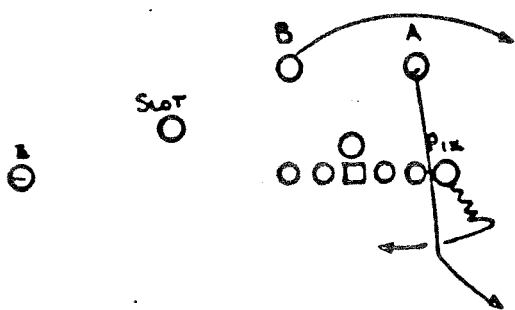
△
Lou:

△
SAM:

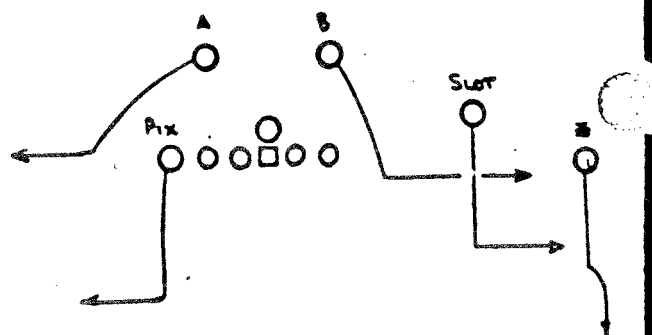
△
Jill:

△
ROSE:

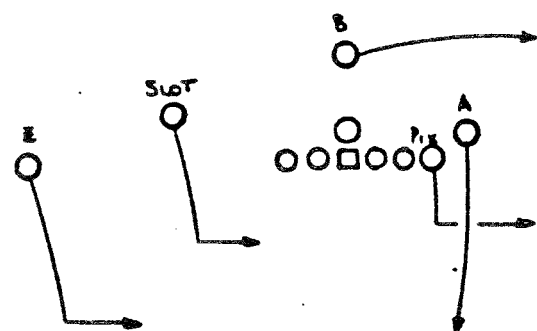
SLOT RED LEFT (FLOOD WEAK)



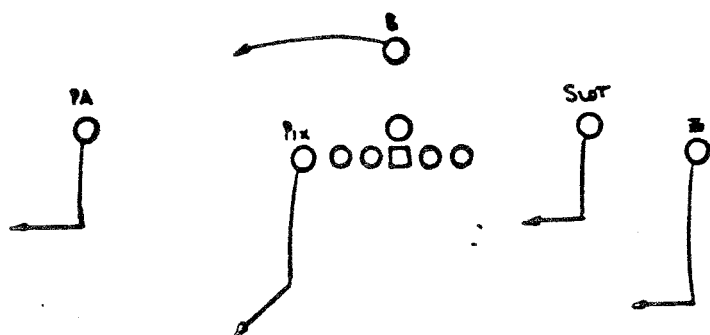
SLOT RED RIGHT



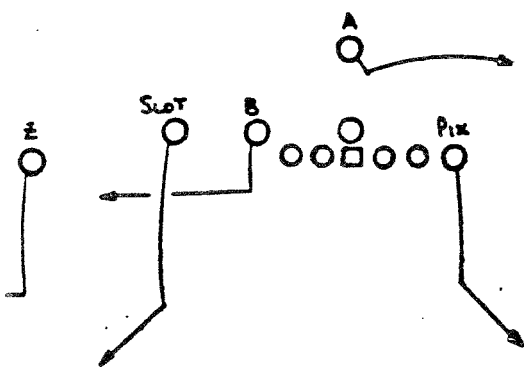
SLOT LEFT WING



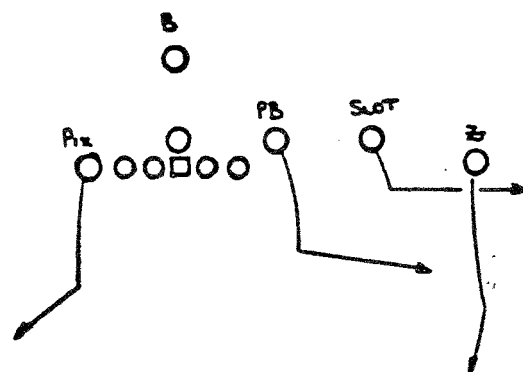
PEPPER SLOT RIGHT WIDE



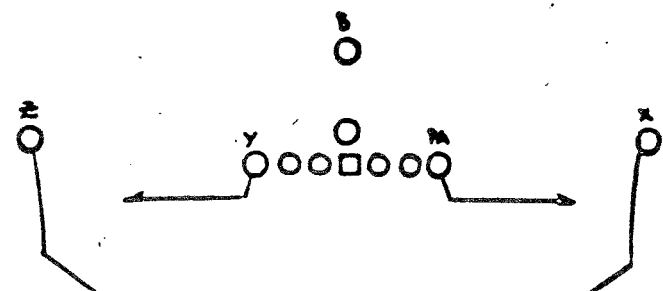
SLOT TRIPS LEFT



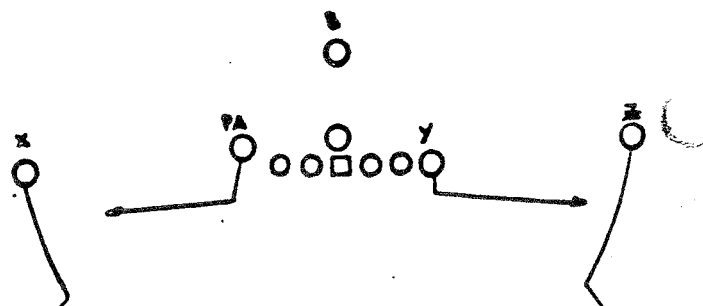
PEPPER SLOT RIGHT



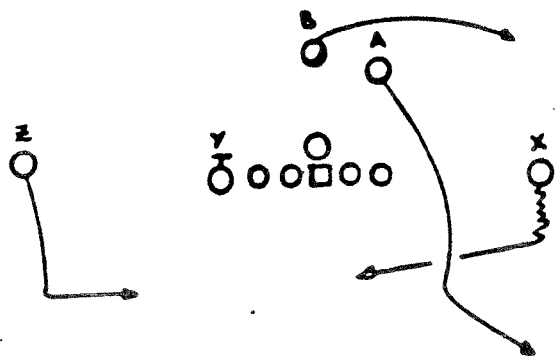
PEPPER LEFT



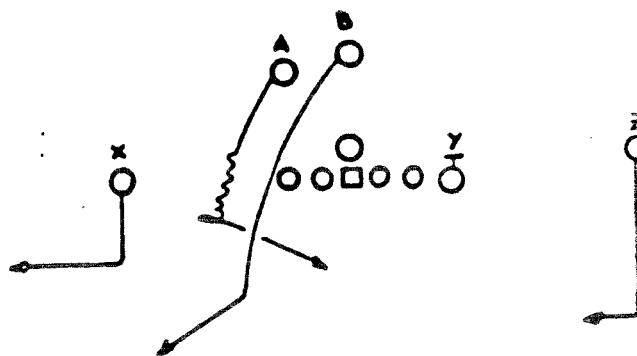
PEPPER ACE RIGHT



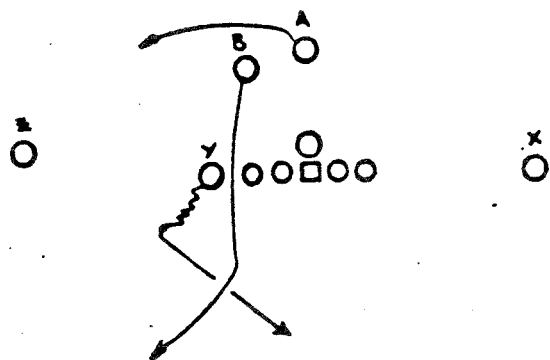
BROWN LEFT - (FLOOD WEAK)



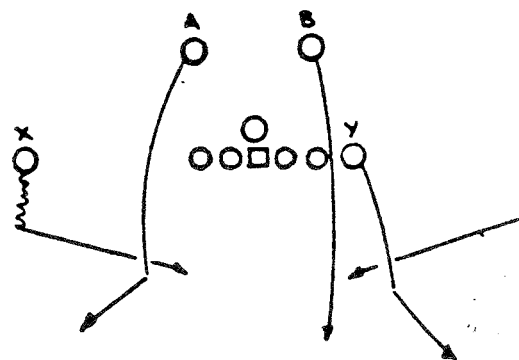
BLUE RIGHT - (FLOOD STRONG)



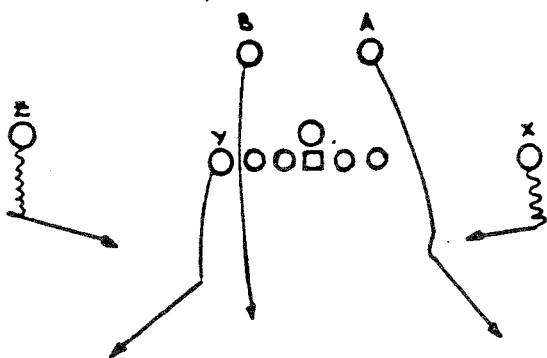
BLUE LEFT - (FLOOD STRONG)



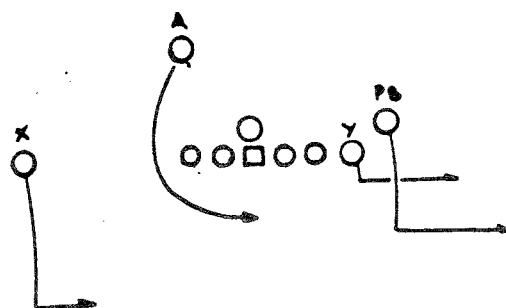
RED RIGHT



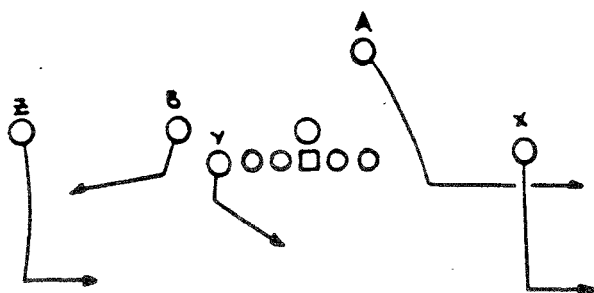
RED LEFT



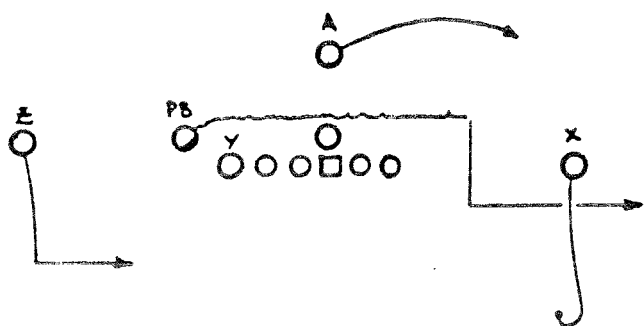
PEPPER TRIPS RIGHT



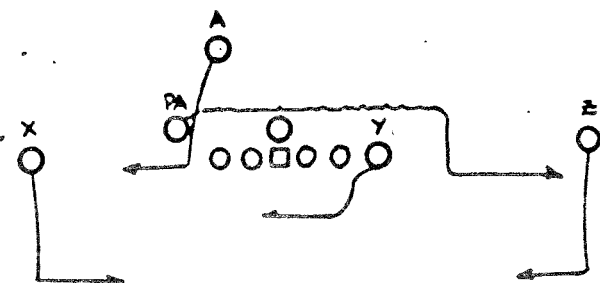
TRIPS LEFT



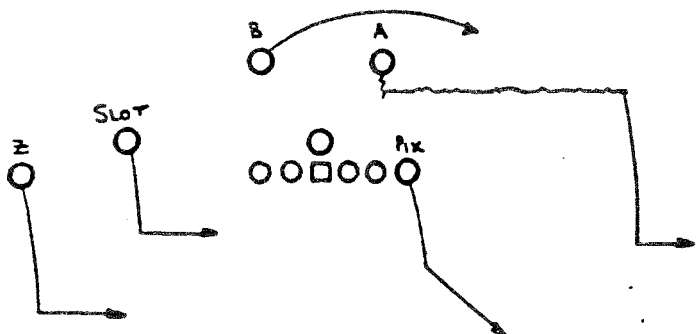
PEPPER TRIPS - MOTION TO ACE



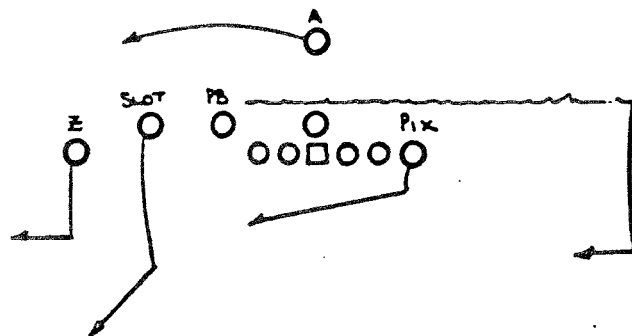
PEPPER ACE - MOTION TO TRIPS



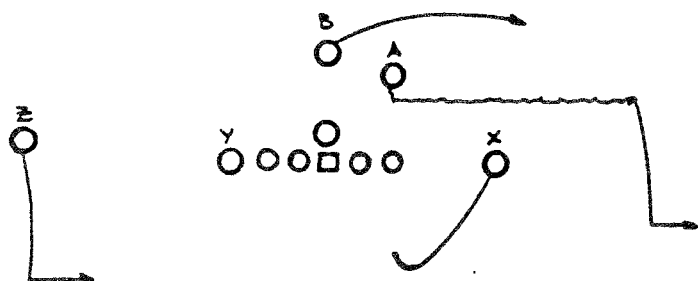
SLOT TO SLOT WIDE



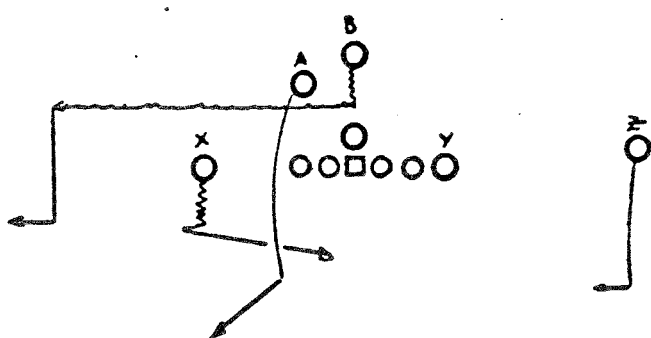
PEPPER SLOT TO PEPPER SLOT WIDE



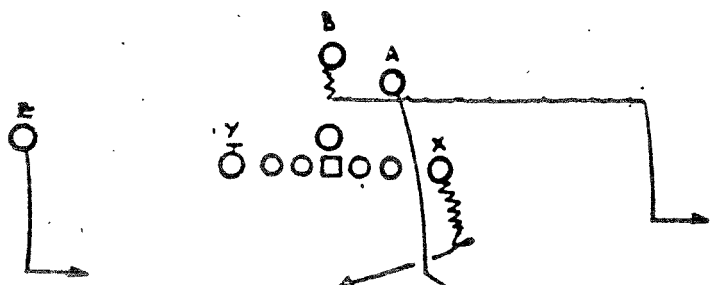
"A" MOTION PAST "X"



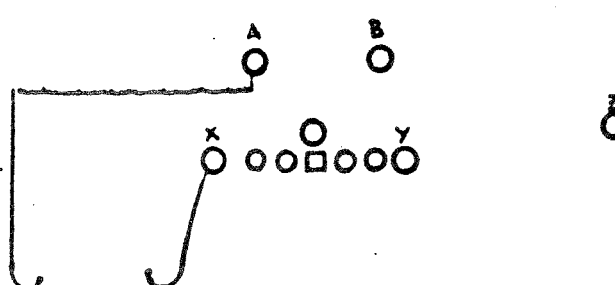
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR

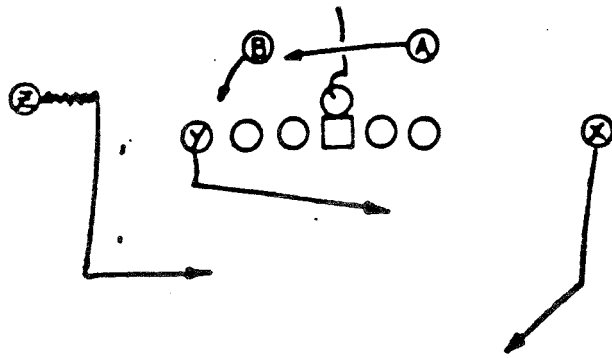


"A" MOTION PAST "X" NEAR

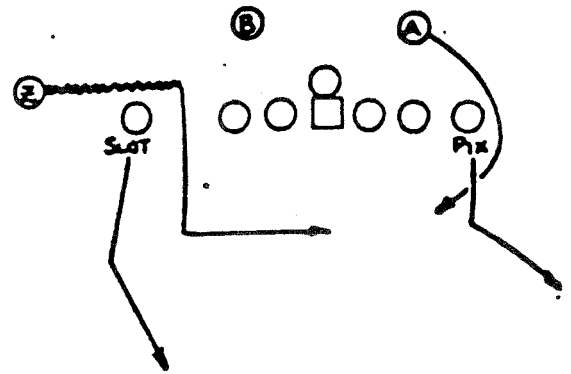


TYPES OF MOTION

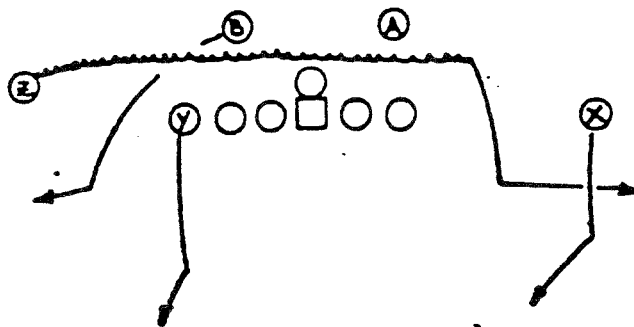
"Z" FLY SHORT



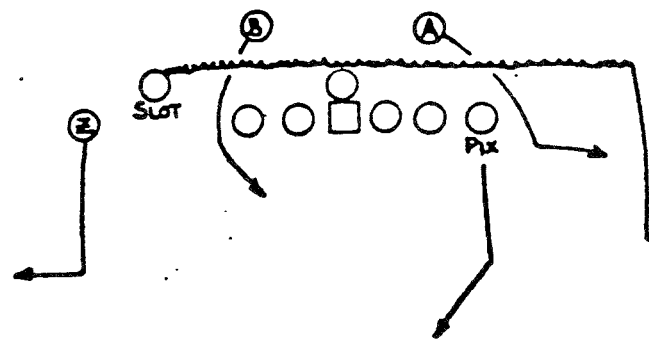
"Z" MOTION TO SLOT



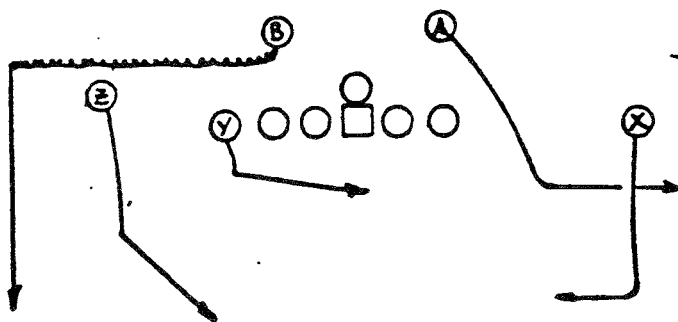
REGULAR TO SLOT



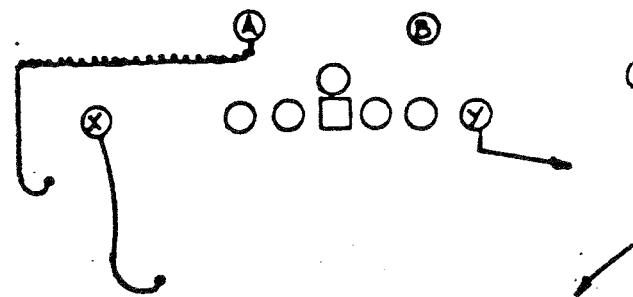
SLOT TO REGULAR



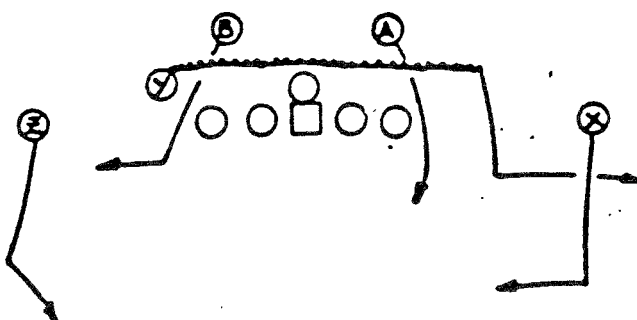
BACK MOTION STRONG (A or B)



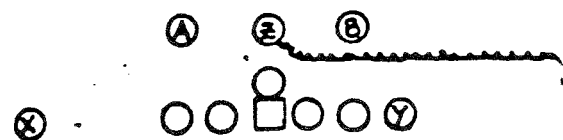
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



ALERTS:
STUB:

(Same as SPOUT)

MAC:

(Same as SPOUT)

BUCK:

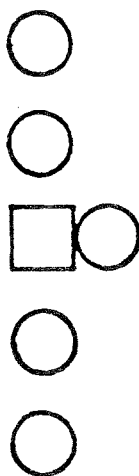
(Same as SPOUT)

(Z)

(SL)

(H)

(E)



(Px)

[S]

[M]

[B]

/S\

/A\

LOU:

1. Outside position.
2. Pick Slot on any Out moves.
3. No "Out" by Slot, cover "Z".

/R\

ROSE:

1. M/M any inside, cross, or stop moves by Slot.
2. Pick up "Z" on any "Out" move by Slot - must take away "Z" quick Post on Slot Out.

/J\

JILL:

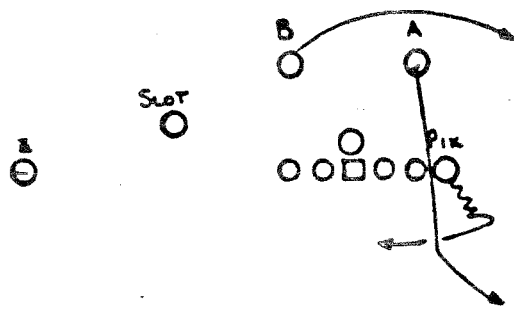
1. Same as SPOUT, except favor inside moves of "Z". Be ready to jump "Z" on "Out" move of Slot.

--Important to read the routes of Slot and "Z"

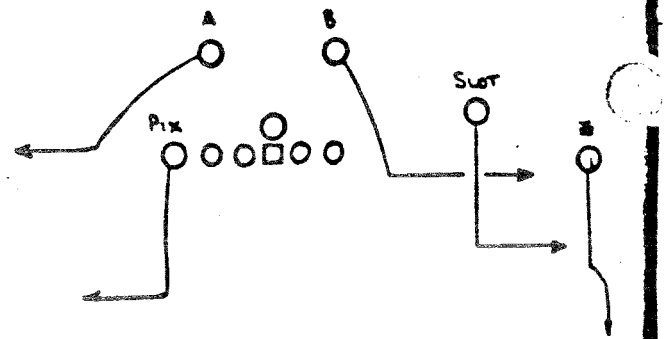
SAM:

1. Possible Duce
2. Possible Man
3. Possible Banjo

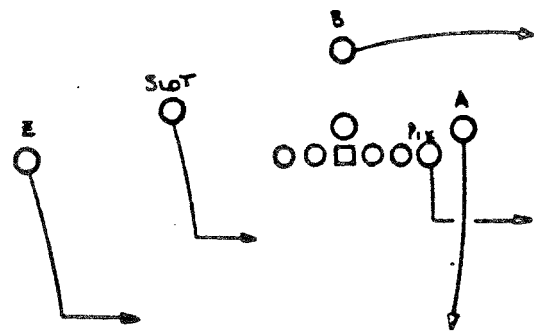
SLOT RED LEFT (FLOOD WEAK)



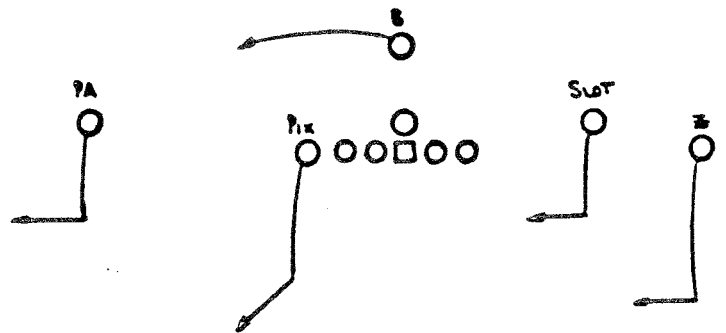
SLOT RED RIGHT



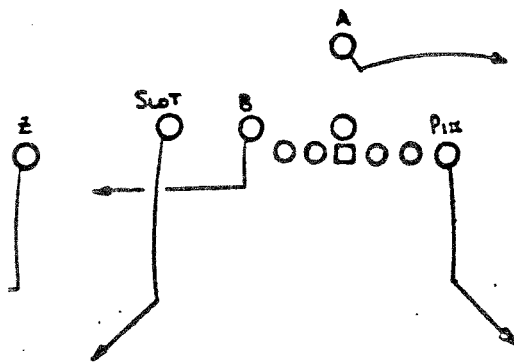
SLOT LEFT WING



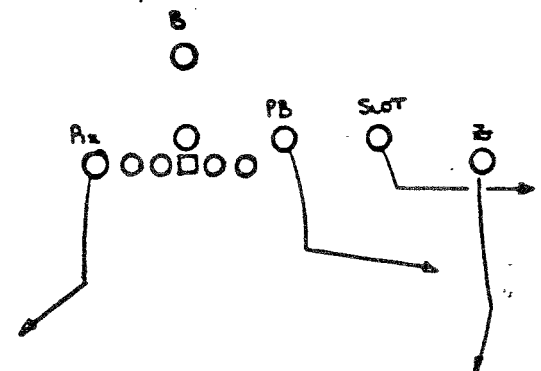
PEPPER SLOT RIGHT WIDE



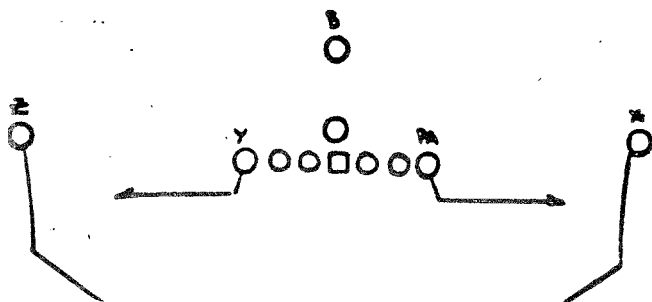
SLOT TRIPS LEFT



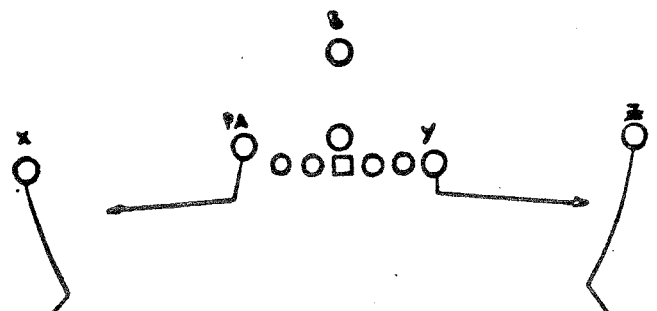
PEPPER SLOT RIGHT



PEPPER LEFT



PEPPER ACE RIGHT



DEFENSE KEY COVERAGE

COMMENT AUDIBLE: KEY or "I"

ALERTS:

STUB: Standard Buz

- 1st Back wide.
- Y drag--front him.
- Good buz unless coverage comes.
- Strong flood--teamwork with Mac.
- Possible Banjo, Duce call.

MAC: Steeler

- 1st Back inside or 2nd Back.
- Don't let Y cross face, force behind.
- Work on strong curl of Z.
- Stack Buz on weak flood.
- "70" patterns, Buz strong hook.
- Plaster on scrambles.
- Flood strong, tough territory.
- Possible Banjo, Duce.

BUCK: Standard Buz

- 1st Back wide.
- Buz to out--don't get held up.
- Good jam on Rule call.
- Plaster on scrambles.
- Depth of QB.

(Z)

(Y)

(X)

(W)

(V)

(U)

(T)

(S)

(R)

(Q)

(P)

(O)

(N)

(M)

(L)

(K)

(J)

(I)

(H)

(G)

(F)

(E)

(D)

(C)

(B)

(A)

(Z)

(Y)

LOU:

- Inside tact position.
- No post help.
- You have right away on Picks (T.T.).
- Plaster on scrambles.

SAM:

- Possible cut call Y slow--don't turn back.
- Pick patterns.
- Help on Z if Y straight or drag.
- Inside tact position.
- Possible Duce, Banjo.

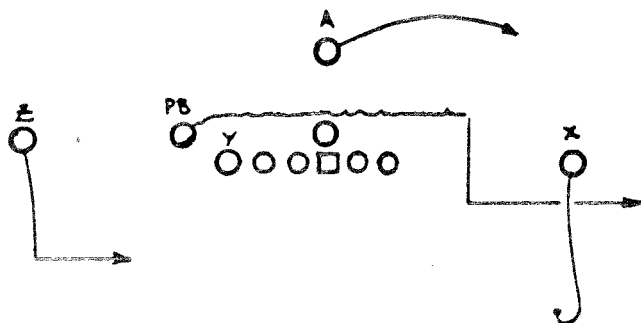
JILL:

- 1st Back inside weak.
- Cut-cut-cut to Rose vs. swing, flat.
- Responsible for HB block.
- Rule call.
- Strong flood, help on strong back.
- Don't run deep with POW.
- Plaster on scrambles.

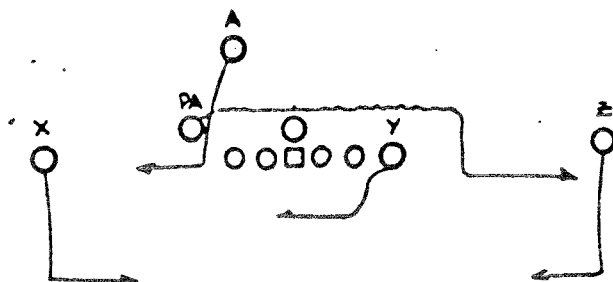
ROSE:

- Talk to Buck, make calls.
- Inside tact position.
- No post help.
- Counter key patterns.
- Press (T.T.).
- You have right away on Pick.
- Possible Rule call.
- Plaster on scrambles.

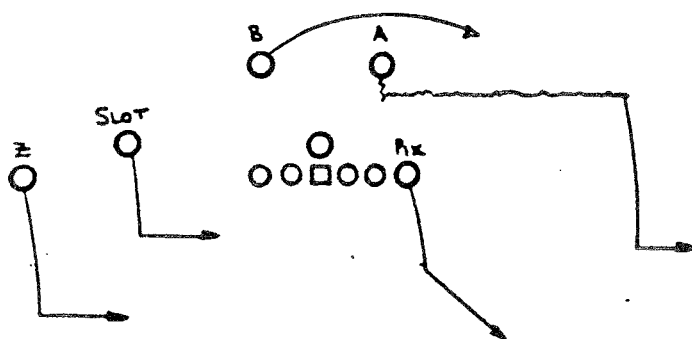
PEPPER TRIPS - MOTION TO ACE



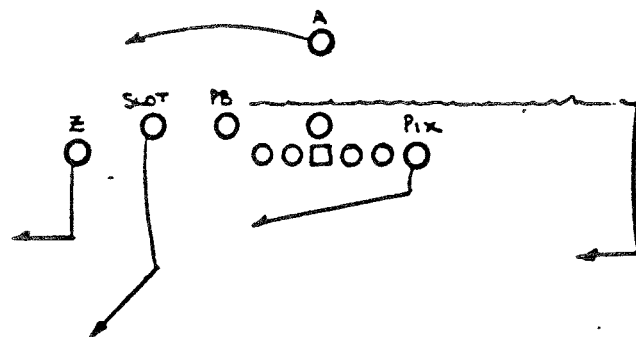
PEPPER ACE - MOTION TO TRIPS



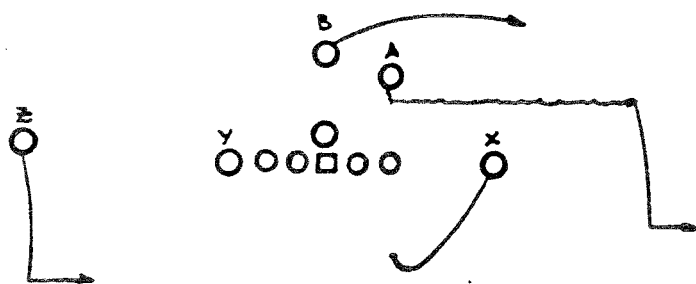
SLOT TO SLOT WIDE



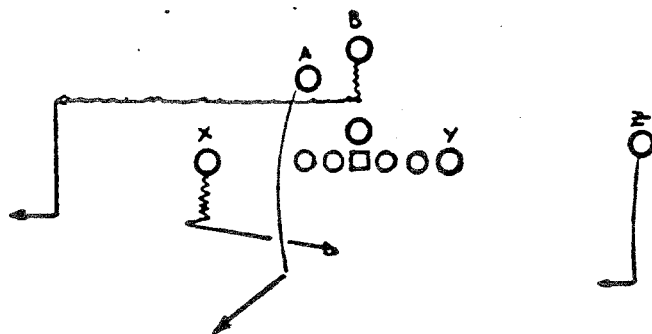
PEPPER SLOT TO PEPPER SLOT WIDE



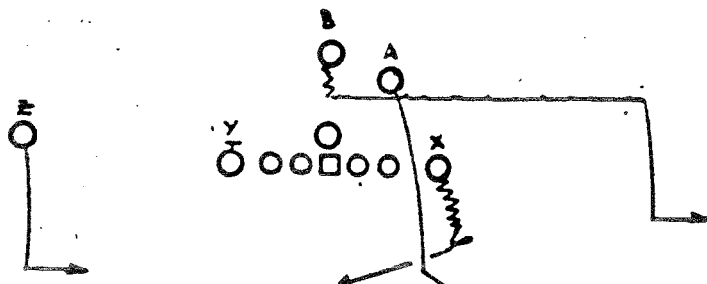
"A" MOTION PAST "X"



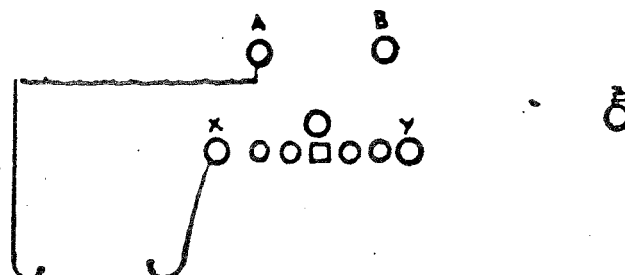
"B" MOTION PAST "X"



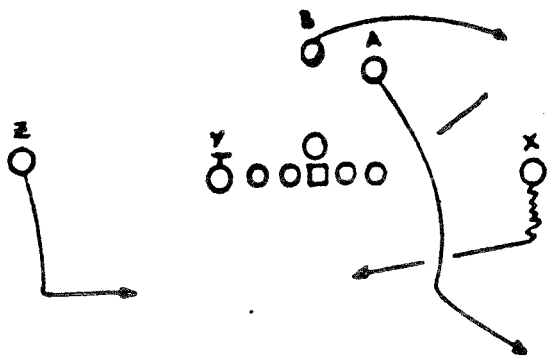
"B" MOTION PAST "X" NEAR



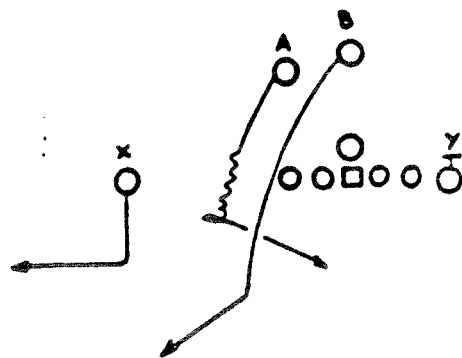
"A" MOTION PAST "X" NEAR



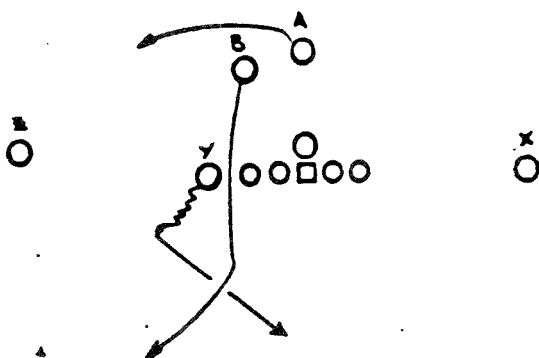
BROWN LEFT - (FLOOD WEAK)



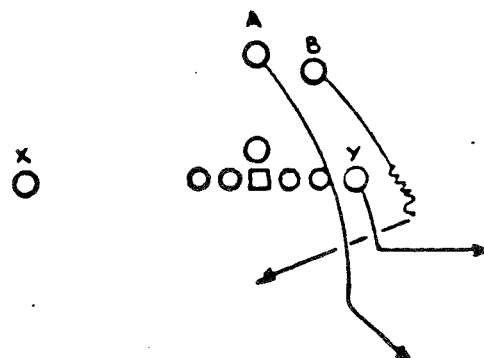
BROWN RIGHT - (FLOOD WEAK)



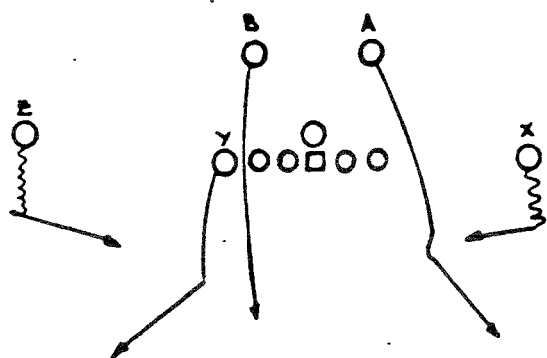
BLUE LEFT - (FLOOD STRONG)



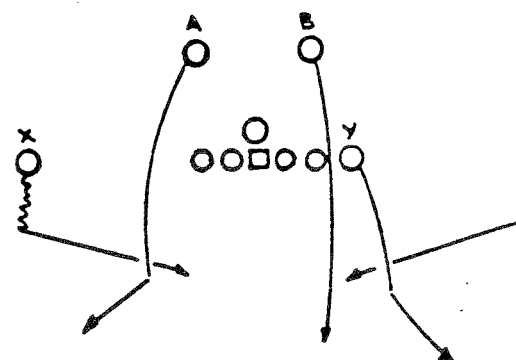
BLUE RIGHT - (FLOOD STRONG)



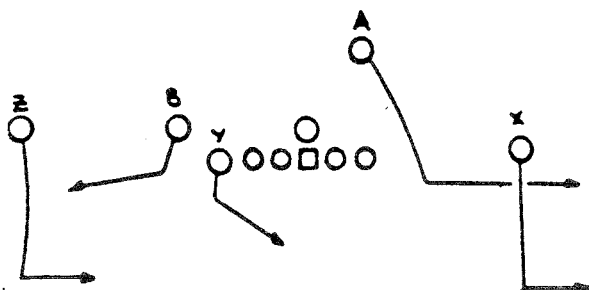
RED LEFT



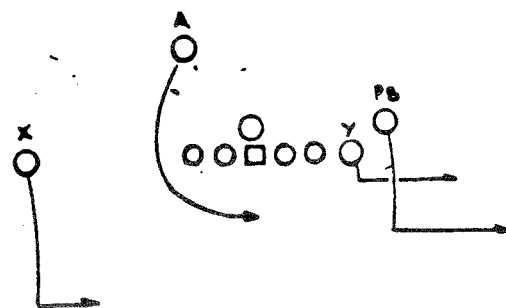
RED RIGHT



TRIPS LEFT



PEPPER TRIPS RIGHT



DEFENSE

		Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/
92	KEY	VS. Pass	7	4	57.1	24	0	0	6.0	3.4

BASIC MAN-TO-MAN RULES

1. Good alignment.
2. Comfortable stance.
3. Be in position to make your coverage.
4. Call force -- get answer.
5. Don't tip defense.
6. Take quick key, then concentrate on your coverage.
7. Low backpedal or shuffle.
8. Good Buz.
9. Talk -- Talk-- Talk.
10. Prescribed tact position.
1. Burst at correct angle.
2. Point of attack - play tough.
3. Everyone break to ball.
4. Can't be fooled by play action.
5. Know where your help is.
16. Carry out the details of your job.

PURPOSES

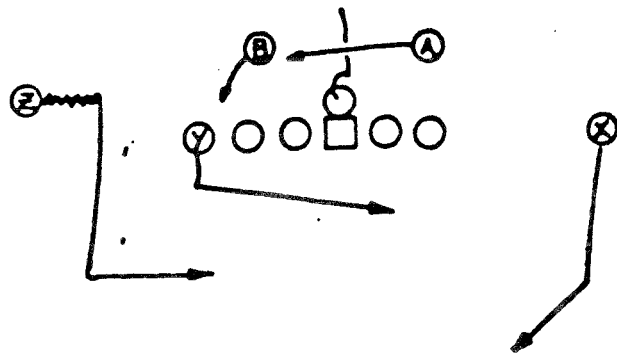
1. Good Vs. Weakside patterns.
2. Close coverage on all receivers.
3. Good Vs. flood patterns.
4. Good Vs. delays and seams.
5. To stop "X" and "A".
6. Tough Territory.
7. Good run support.

WEAKNESSES

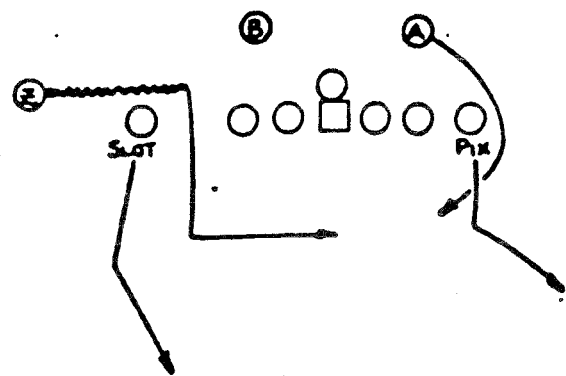
1. Play action.
2. Counter key patterns.
3. Bombs.
4. Post patterns.
5. Individual isolations.
6. Little help on Flanker.

TYPES OF MOTION

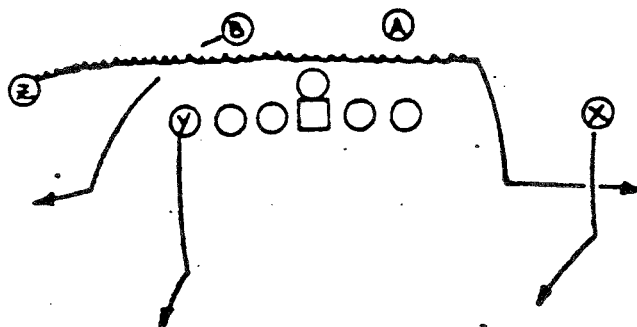
"Z" FLY SHORT



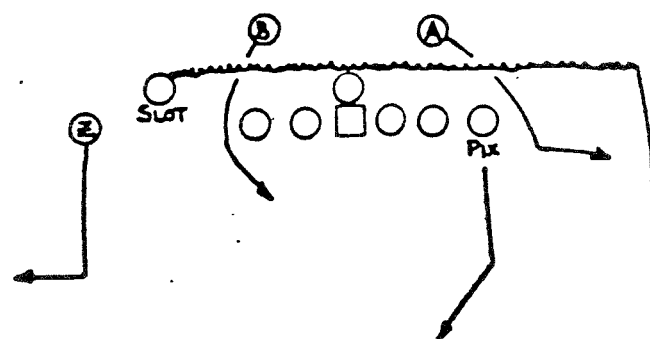
"Z" MOTION TO SLOT



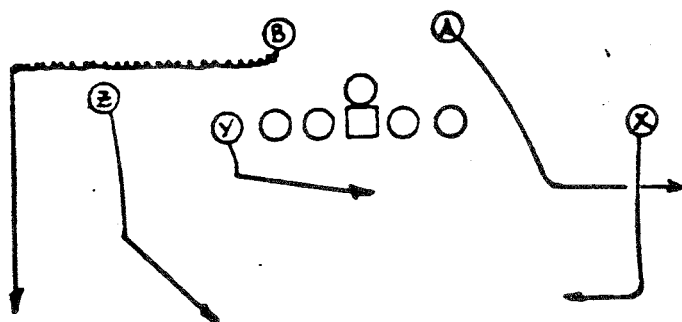
REGULAR TO SLOT



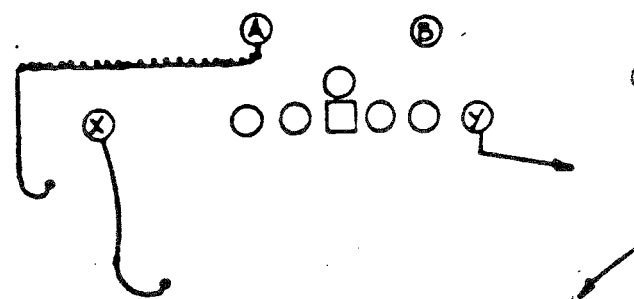
SLOT TO REGULAR



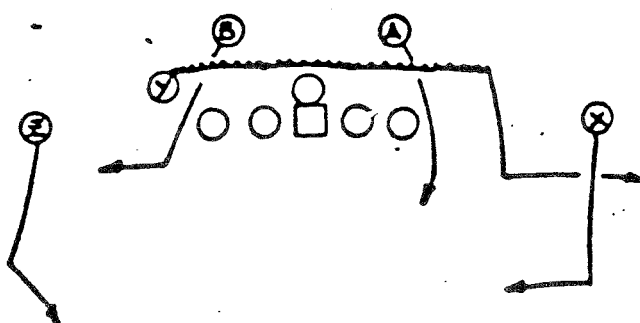
BACK MOTION STRONG (A or B)



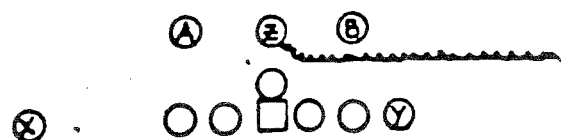
BACK MOTION WEAK (A or B)



"Y" MOTION



ZOOM MOTION TO REGULAR



ALERTS:

STUB: Standard Buz

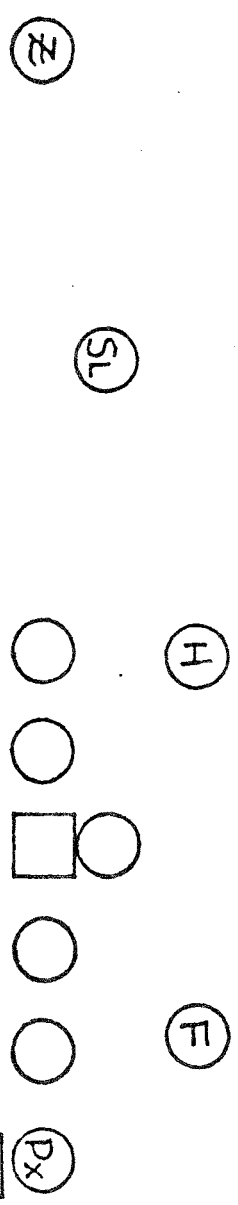
1. Slot - get jamon Slot.
2. Cover short Out.
3. Good Buz after jam.
4. Backer Force.
5. 1st Back wide.

MAC: Standard Steeler

1. Build wall on Slot or FB.
2. Work on Strong Hook.
3. Stack Buz vs. weak flood.
4. 1st Back inside.

BUCK:

1. Sam Force.
2. 2nd Back weak.
3. Play run key strong.
4. Standard or Stack Buz.



"Rule Call"

/S

/A

Lou:

1. No Post help.
2. Inside tact position.
3. You have right of way on "picks".

/R

ROSE:

1. No Post help.
2. Inside tact position.
3. If pressing, coordinate with Stub.
4. Lou has right of way on Pick patterns.

/J

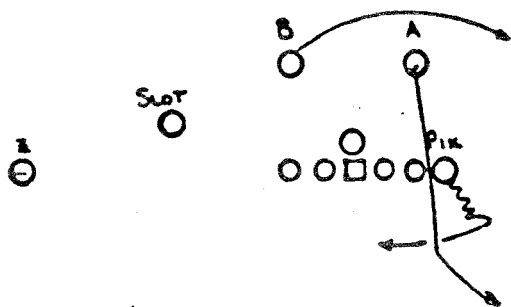
JILL:

1. Inside Man(Px or A)/M/M.
2. Talk--Talk--Talk.
3. Standard or Stack Call.
4. Alert Vs. Strong flood.
5. Alert delay patterns.

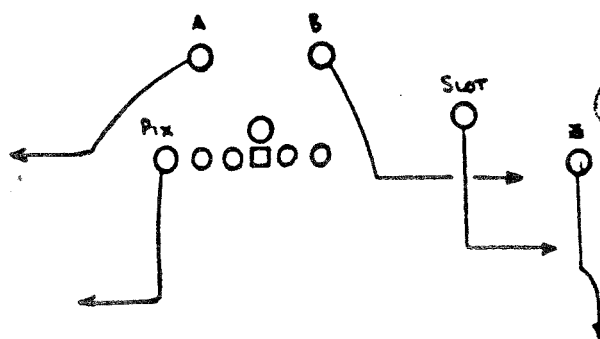
SAM:

1. Outside man(Px or A) M/M.
2. Talk - Talk - Talk.
3. Outside Force.
4. Px - M/M on Strong flood.
5. Alert for delay patterns.

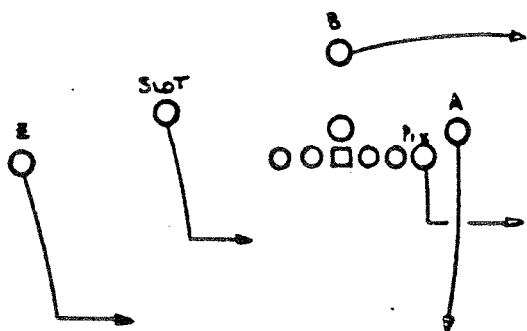
SLOT RED LEFT (FLOOD WEAK)



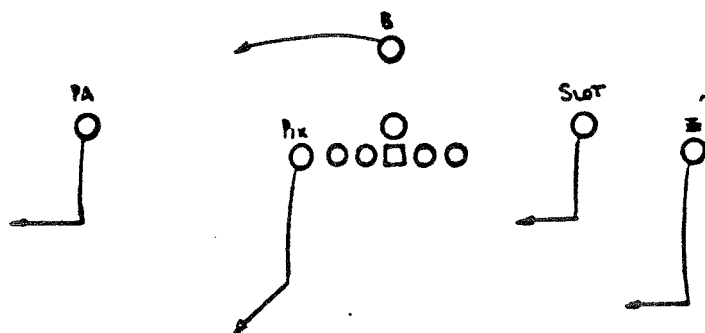
SLOT RED RIGHT



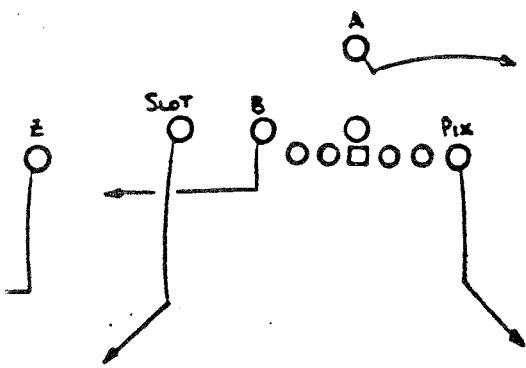
SLOT LEFT WING



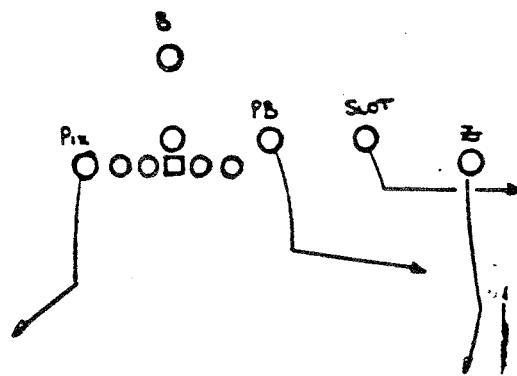
PEPPER SLOT RIGHT WIDE



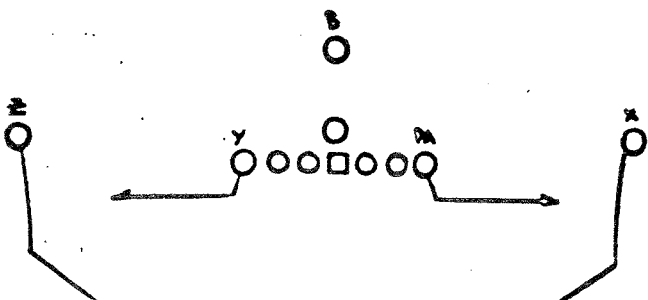
SLOT TRIPS LEFT



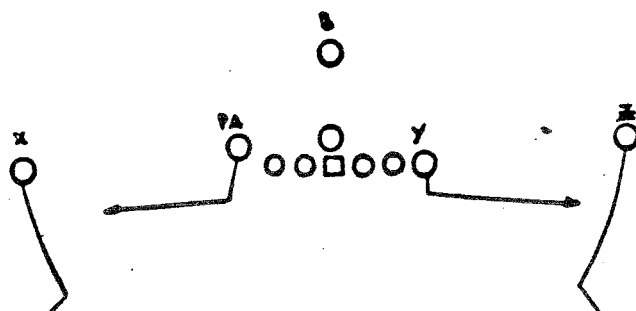
PEPPER SLOT RIGHT



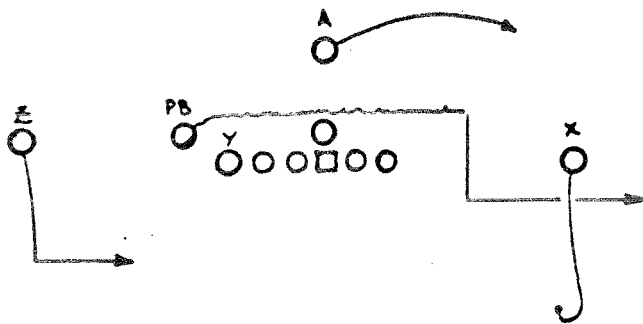
PEPPER LEFT



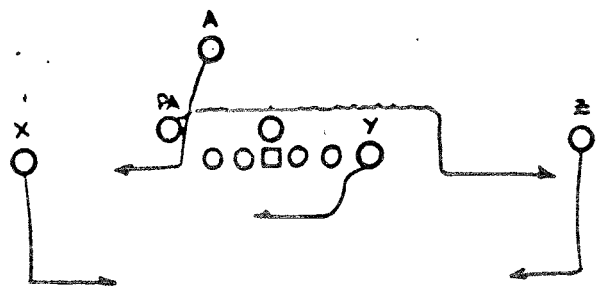
PEPPER ACE RIGHT



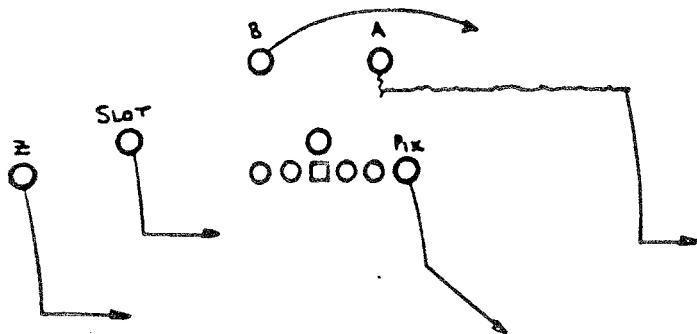
PEPPER TRIPS - MOTION TO ACE



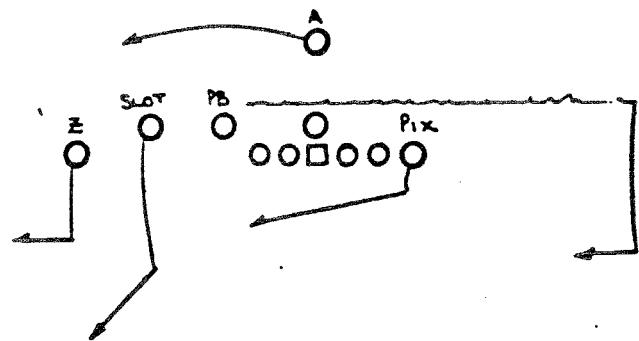
PEPPER ACE - MOTION TO TRIPS



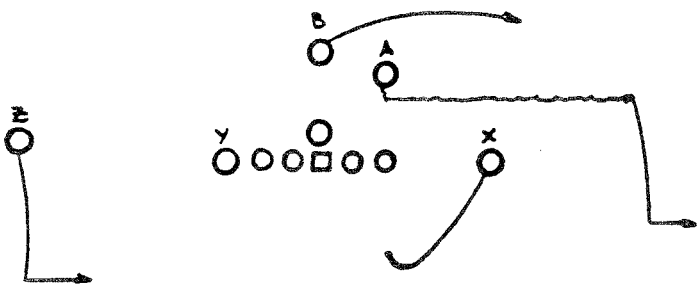
SLOT TO SLOT WIDE



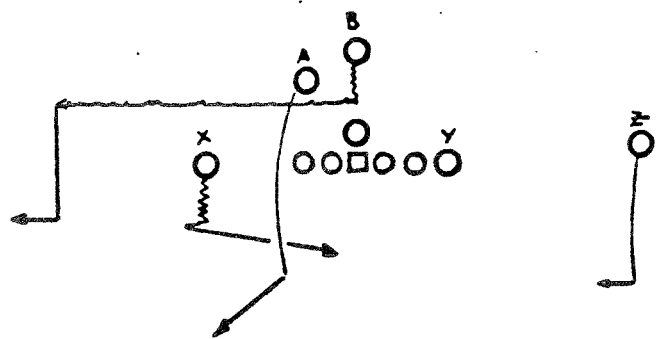
PEPPER SLOT TO PEPPER SLOT WIDE



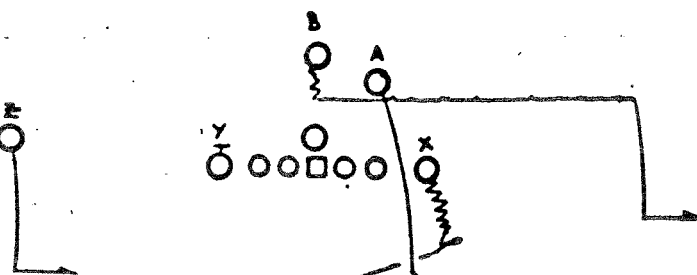
"A" MOTION PAST "X"



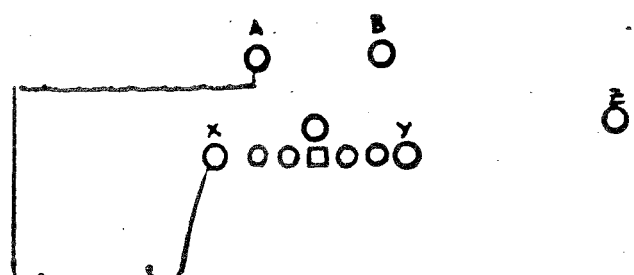
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR



"A" MOTION PAST "X" NEAR



DEFENSE

WEED

COMMENT

ALERTS:

STUB:

Split Buz

(Same as KEY)

MAC:

Steeler Buz

1. Same as Key.
2. Flood weak, fall back.
3. Possible Man call in Brown and Ace.

BUCK:

Stack Buz

1. 1st back inside "X" down-field.
2. HB flat, stop - curl of POW.
3. Alert HB Corner.
4. Flood strong - look for Y cross
5. Flood weak - look to "X"
6. Play run tough.
7. Possible Man call on Brown and Ace.
8. Possible Stick call.

(Z)

(F)

(H)

(Y)

(O)

(O)

(O)

(O)

(O)

(S)

(M)

(B)

(X)

LOU:

(Same as KEY)

SAM:

(Same as KEY)

JILL:

1. Position to take X deep.
2. Talk to your short help.
3. X China - play deep 1/3.
4. X short out - get depth.
5. Possible Stick Call.

ROSE:

1. Jam and release outside
2. Flex - Audible to Stick or POW
3. Near - Rule Call.
4. "X" China - run with it.
5. Possible Stick call.

DEFENSE

1986 RESULTS

3	WEED	Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Ava/Catch	Avg/T
	VS. Pass	4	1	25	14	0	1	0	14.0	3.5

BASIC MAN-TO-MAN RULES

1. Good alignment.
2. Comfortable stance.
3. Be in position to make your coverage.
4. Call Force -- get answer.
5. Can't tip defense.
6. Take quick key, then concentrate on your coverage.
7. Low backpedal or shuffle.
8. Good Buz.
9. Talk -- Talk-- Talk.
0. Prescribed tact position.
1. Burst at correct angle.
2. Point of attack - play tough.
3. Everyone break to ball.
4. Can't be fooled by play action.
5. Know where your help is.
6. Carry out the details of your job.

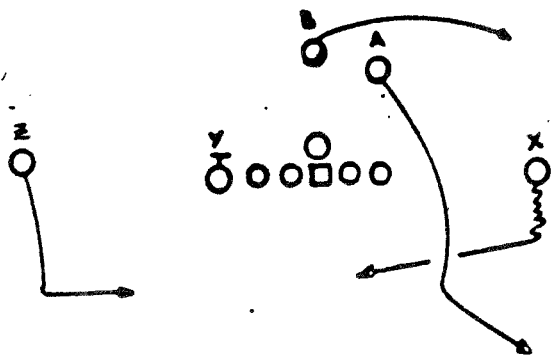
PURPOSES

1. Jam and delay on "X".
2. M/M coverage on all receivers.
3. Same as KEY on Strongside.
4. Takes away Outs or deep patterns to "X".
5. Good with 54 and 44 Fronts.
6. Good window dress.
7. Buck does not have to deploy or run out in case of draw or checkdown.
8. Strong run defense for Man coverage.
9. Good to use inside own 20 yd line.

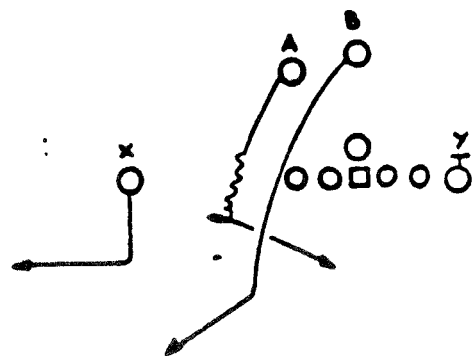
WEAKNESSES

1. HB on Buck deep inside.
2. POM if he gets and inside release.
3. Bombs.
4. Little help on Flanker.
5. Can Vs backfield motion.
6. Multiple sets.

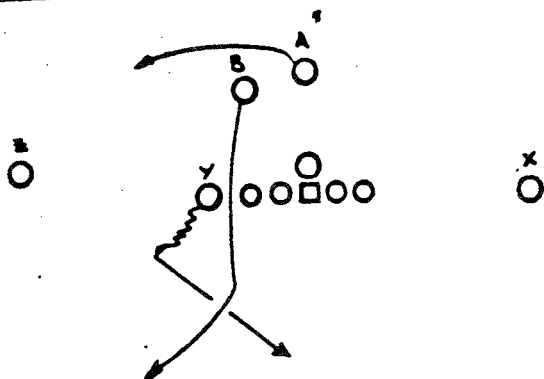
BROWN LEFT - (FLOOD WEAK)



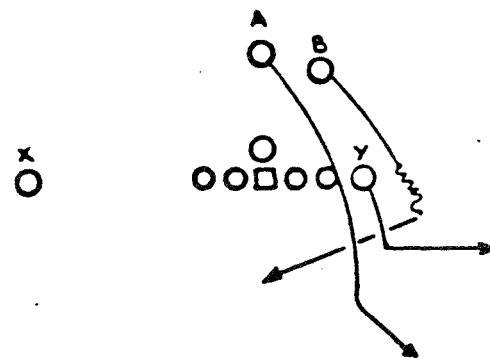
BROWN RIGHT - (FLOOD WEAK)



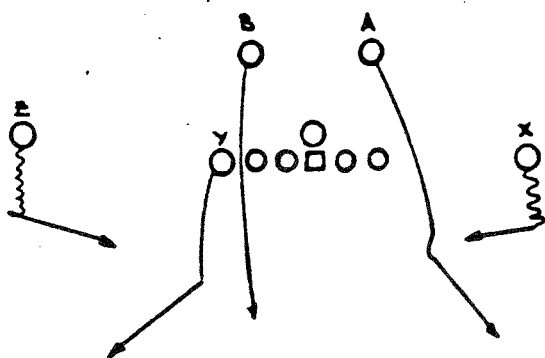
BLUE LEFT - (FLOOD STRONG)



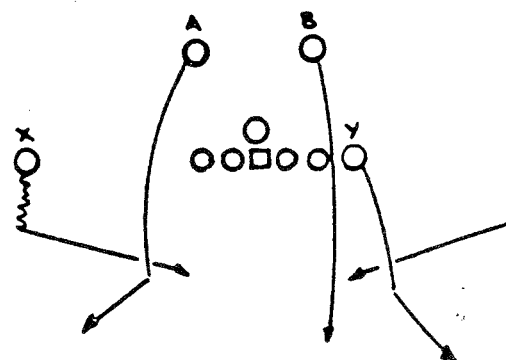
BLUE RIGHT - (FLOOD STRONG)



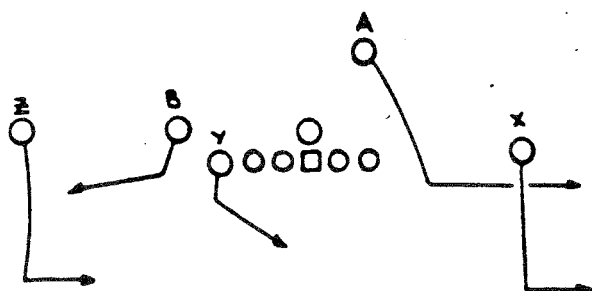
RED LEFT



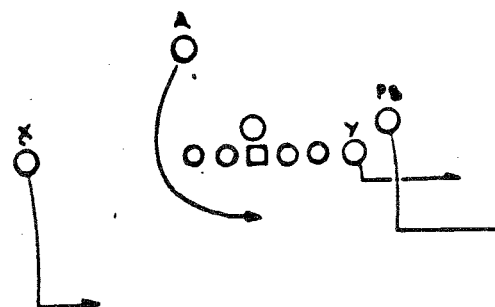
RED RIGHT



TRIPS LEFT



PEPPER TRIPS RIGHT



ALERTS:
STUB:

MAC:

BUCK:

(Z)

(SL)

(H)

(E)

○

○

□

○

○

(Px)

[S]

[M]

[B]

/S\

△
LOU:

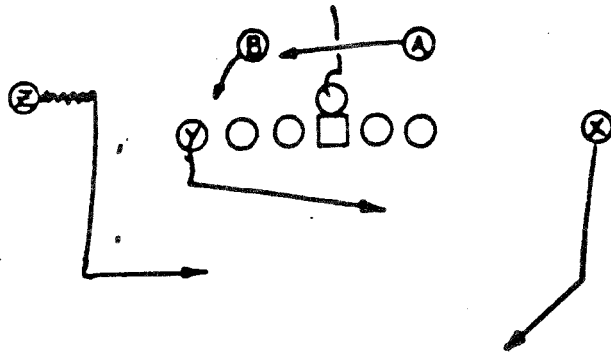
△
ROSE:

△
JILL:

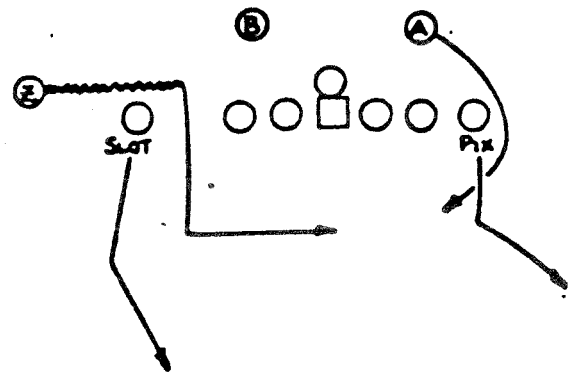
SAM:

TYPES OF MOTION

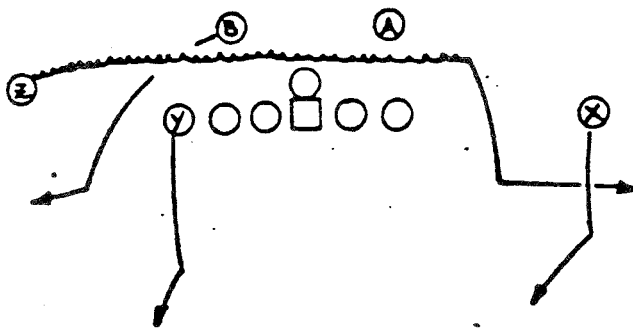
"Z" FLY SHORT



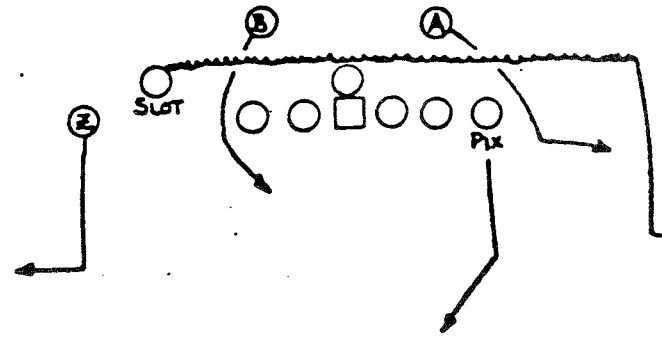
"Z" MOTION TO SLOT



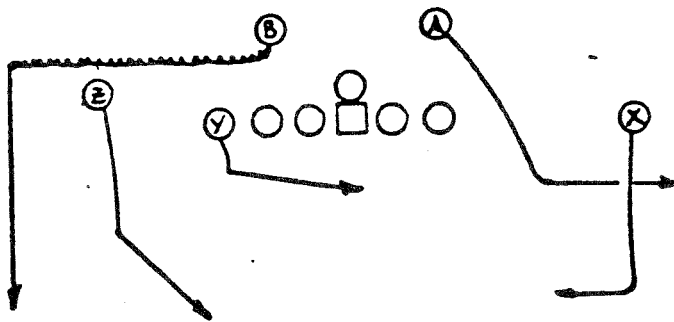
REGULAR TO SLOT



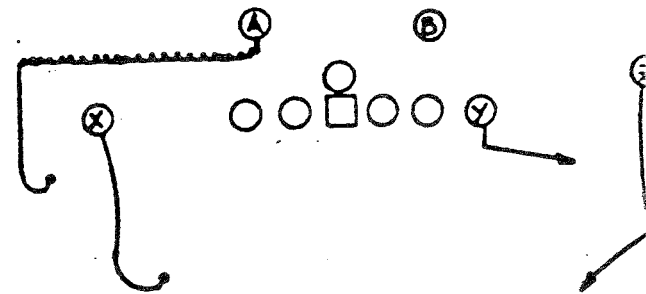
SLOT TO REGULAR



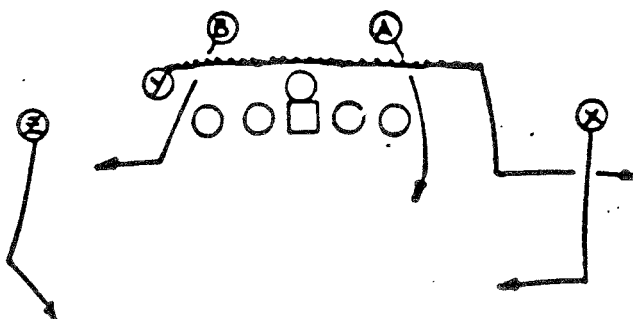
BACK MOTION STRONG (A or B)



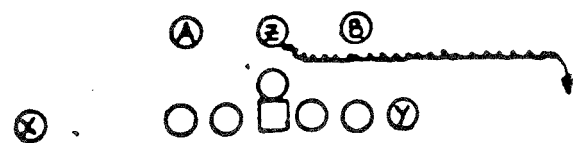
BACK MOTION WEAK (A or B)



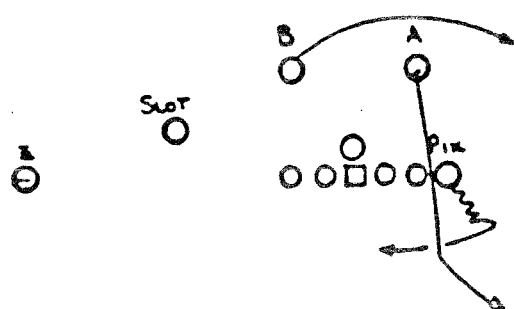
"Y" MOTION



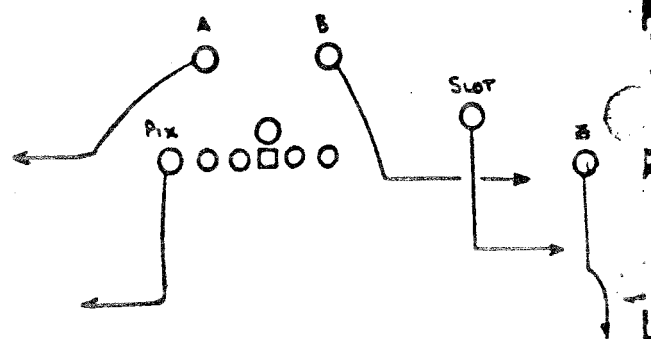
ZOOM MOTION TO REGULAR



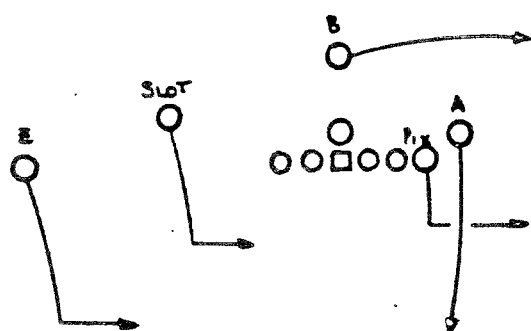
SLOT RED LEFT (FLOOD WEAK)



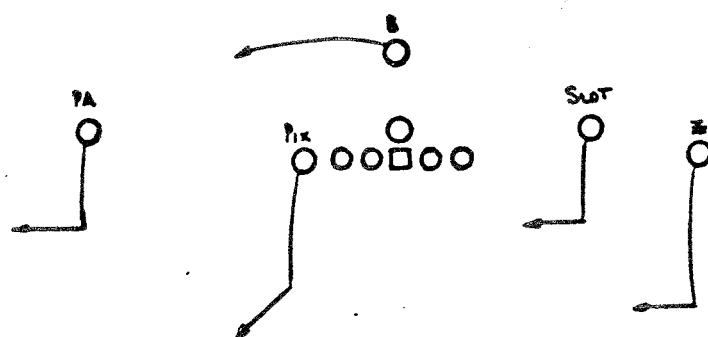
SLOT RED RIGHT



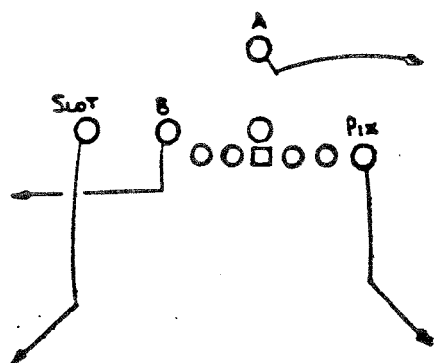
SLOT LEFT WING



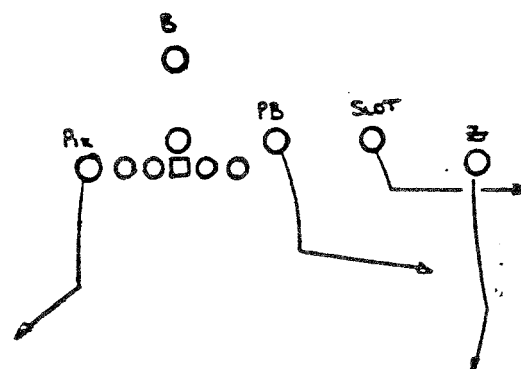
PEPPER SLOT RIGHT WIDE



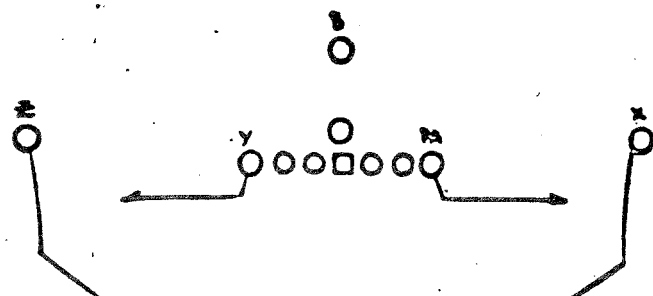
SLOT TRIPS LEFT



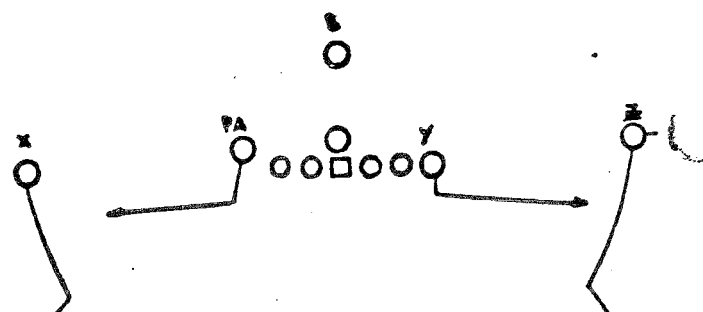
PEPPER SLOT RIGHT



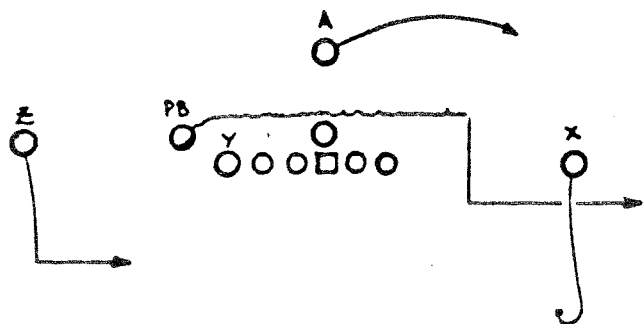
PEPPER LEFT



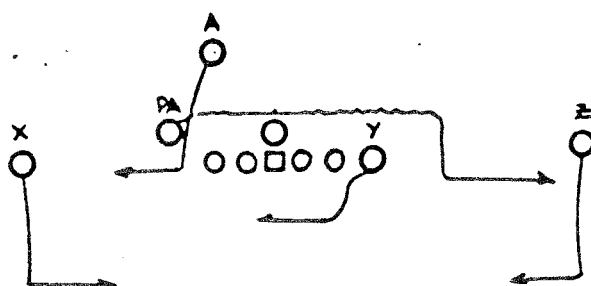
PEPPER ACE RIGHT



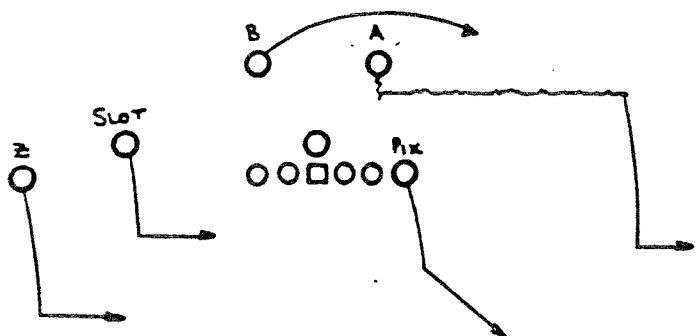
PEPPER TRIPS - MOTION TO ACE



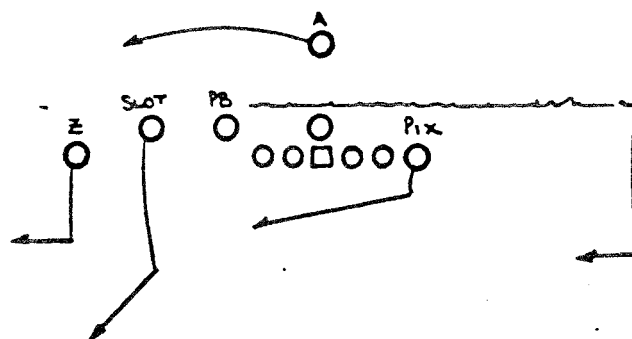
PEPPER ACE - MOTION TO TRIPS



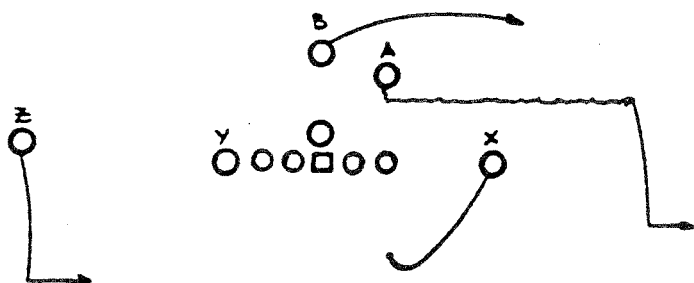
SLOT TO SLOT WIDE



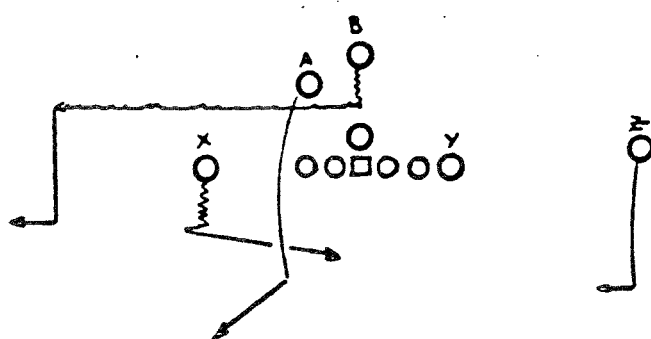
PEPPER SLOT TO PEPPER SLOT WIDE



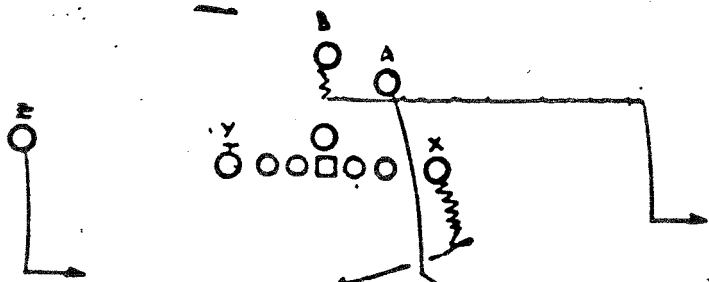
"A" MOTION PAST "X"



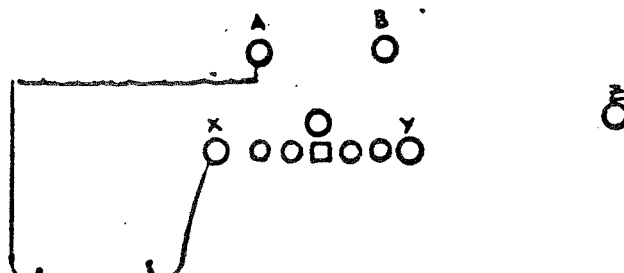
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR



"A" MOTION PAST "X" NEAR



DEFENSE
POW

COMMENT

ALERTS:

STUB:

Split Buz

MAC:

Steeler Buz

BUCK:

Split Buz

(Same as KEY)

(Same as KEY)

1. Weak Back M/M.
2. Flood Strong -crossing patterns.
3. Flood Weak -Teamwork.

(Z)

(F)

(H)

(Y)

(O)

(O)

(O)

(O)


(O)

(X)

[S]

[M]


[B]

LOU: 

1. Same as Key Cover rules.
2. Inside tact position.
3. No post help.

SAM: 

1. Same as Key Cover rules.
2. "Y" M/M.
3. Inside tact--take lookie.
4. Stub force.

JILL: 

1. Double X on inside moves.
2. Don't tip defense.
3. Possible Press Call with jill deep (stick).
4. Possible "Vise".

ROSE: 

1. "X" M/M - double X on moves.
2. Play deep side of pattern.
3. Possible Press with jill help deep.

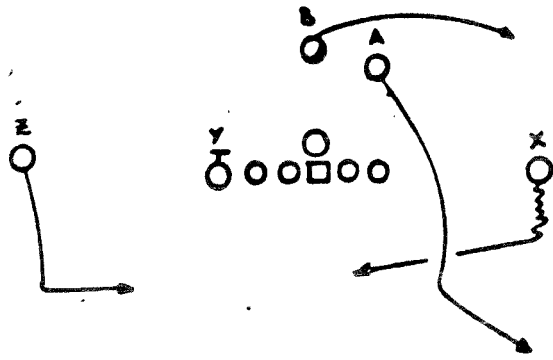
DEFENSE

1986 RESULTS

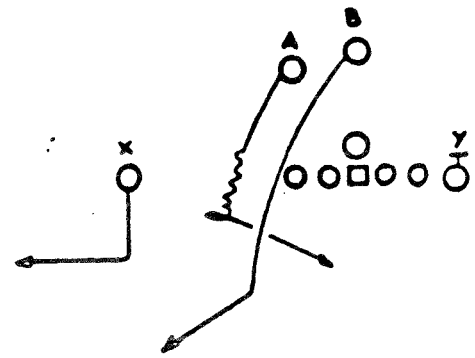
POW	Vs. Pass								
	Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/Thr
	1	1	100	1	0	0	0	1.0	1.0

BASIC MAN-TO-MAN RULES	PURPOSES	WEAKNESSES
<ul style="list-style-type: none"> • Good alignment. • Comfortable stance. • Be in position to make your coverage. • Call force -- get answer. • Don't tip defense. • Take quick key, then concentrate on your coverage. • Low backpedal or shuffle. • Good Buz. • Talk -- Talk-- Talk. • Prescribed tact position. • Burst at correct angle. • Point of attack - play tough. • Everyone break to ball. • Can't be fooled by play action. • Know where your help is. • Carry out the details of your job. 	<p>1. Different combinations to take "A" and "X" out of the passing game.</p>	<p>1. Everyone man-to-man on Strongside.</p>

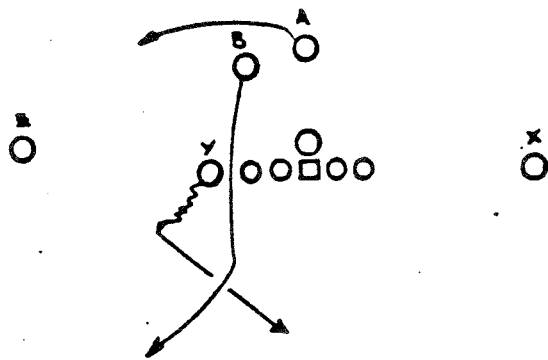
BROWN LEFT - (FLOOD WEAK)



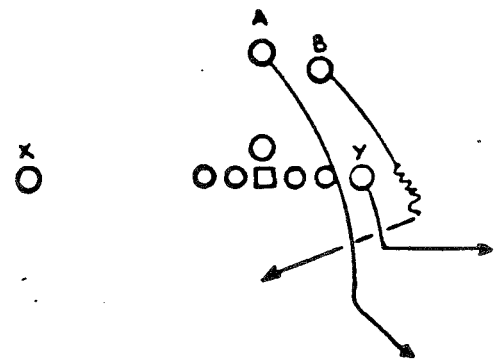
BROWN RIGHT - (FLOOD WEAK)



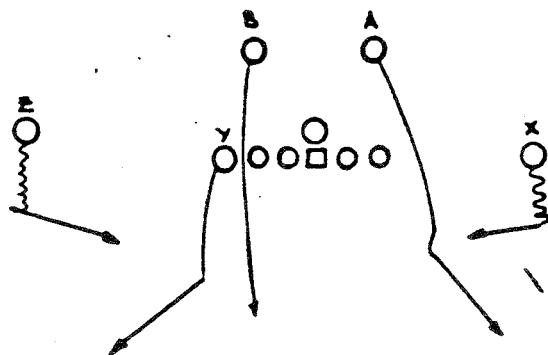
BLUE LEFT - (FLOOD STRONG)



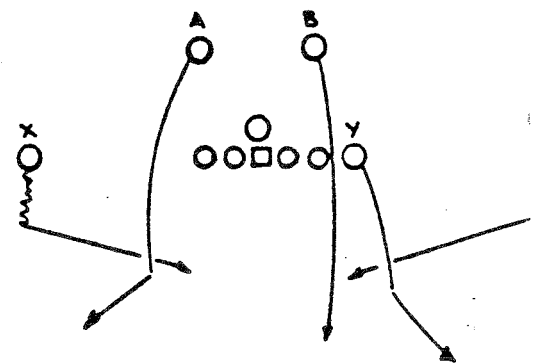
BLUE RIGHT - (FLOOD STRONG)



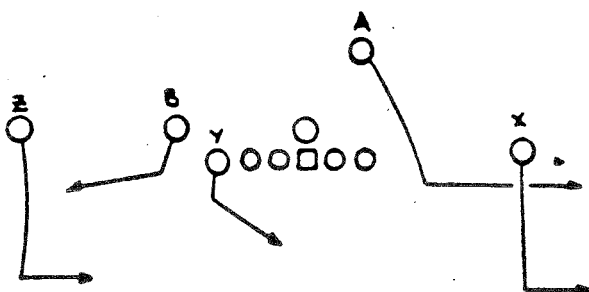
RED LEFT



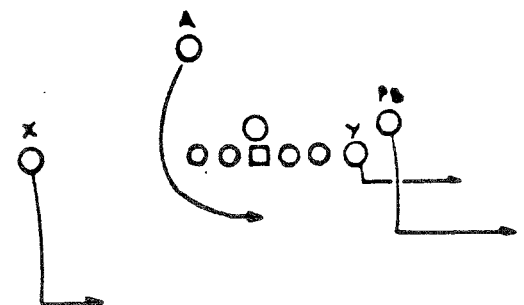
RED RIGHT



TRIPS LEFT



PEPPER TRIPS RIGHT



DEFENSE
POM

COMMENT

ALERTS:
STUB:

(Same as Key)

MAC:

(Same as Key)

BUCK:

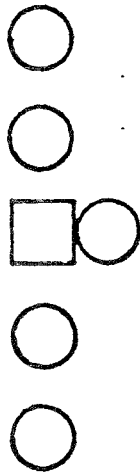
1. "A" Back M/M

(Z)

(SL)

(H)

(E)



(Px)

(B)

(S)

(M)

/S

/L
LOU:

(Same as Key)

/R
ROSE:

(Same as Key)

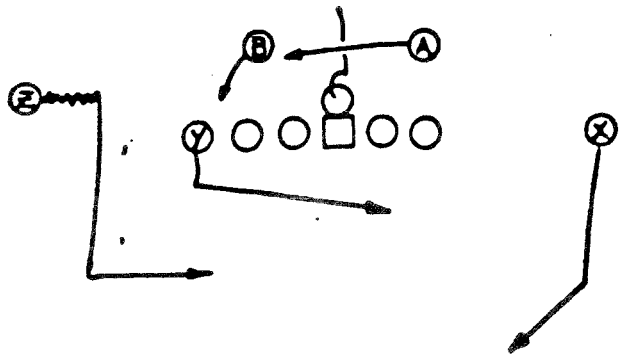
/J
JILL:

DOUBLE PIX
"ME" Force Call

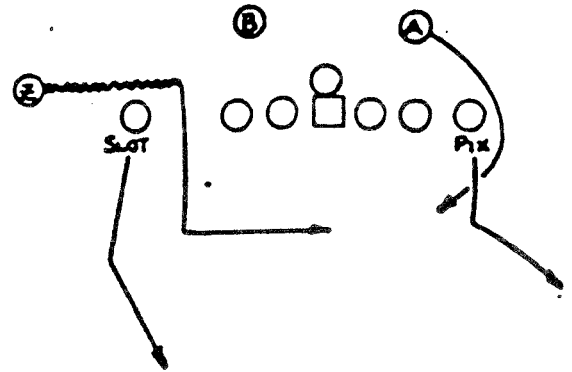
SAM:

TYPES OF MOTION

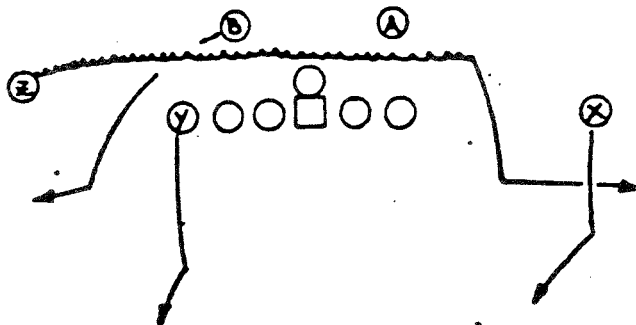
"Z" FLY SHORT



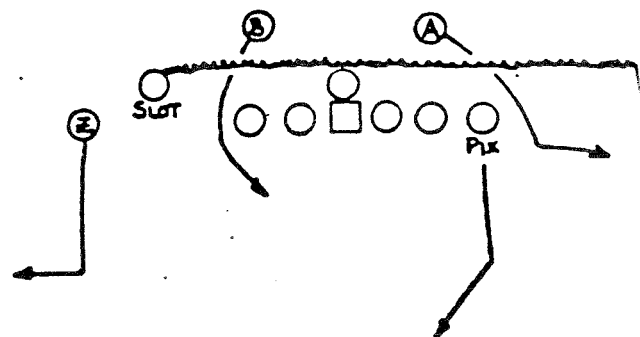
"Z" MOTION TO SLOT



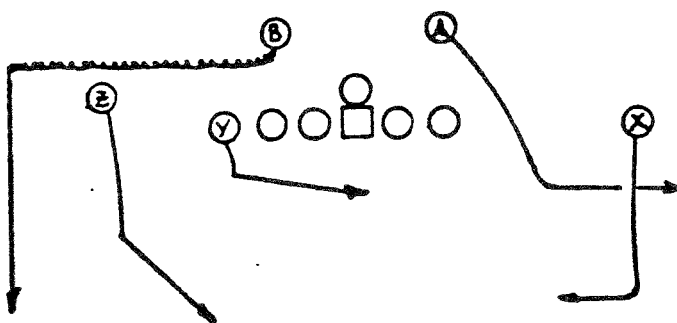
REGULAR TO SLOT



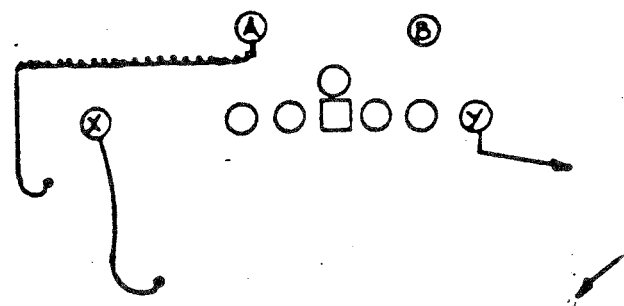
SLOT TO REGULAR



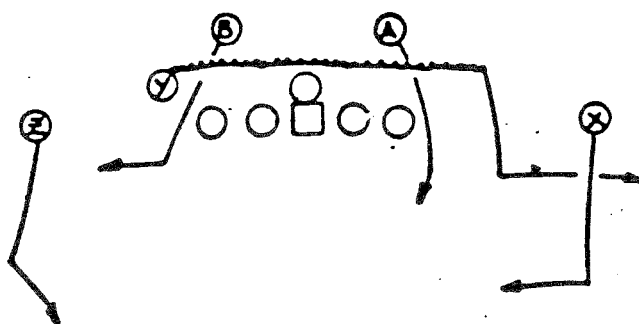
BACK MOTION STRONG (A or B)



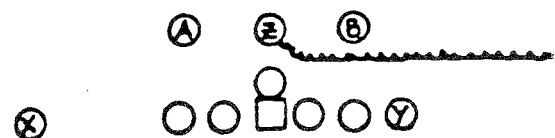
BACK MOTION WEAK (A or B)



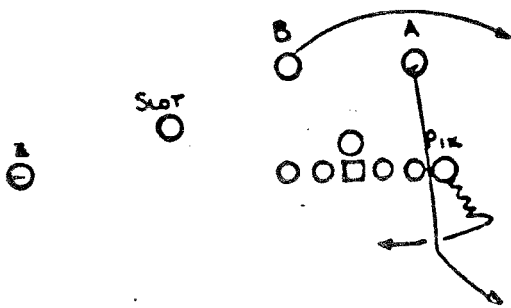
"Y" MOTION



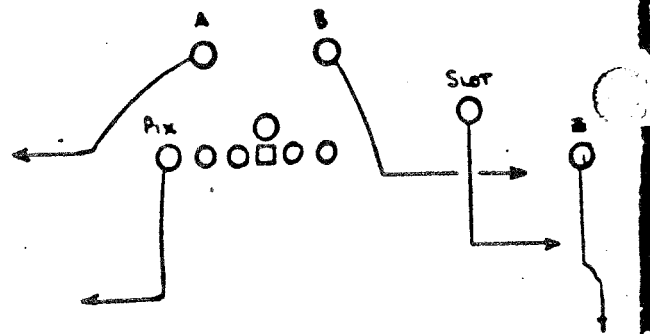
ZOOM MOTION TO REGULAR



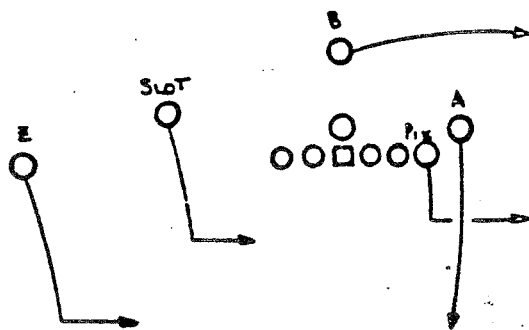
SLOT RED LEFT (FLOOD WEAK)



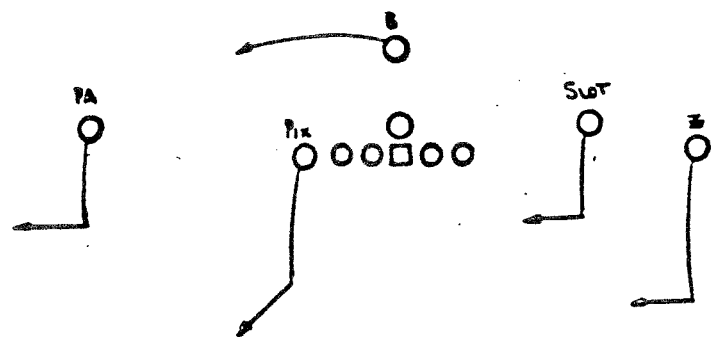
SLOT RED RIGHT



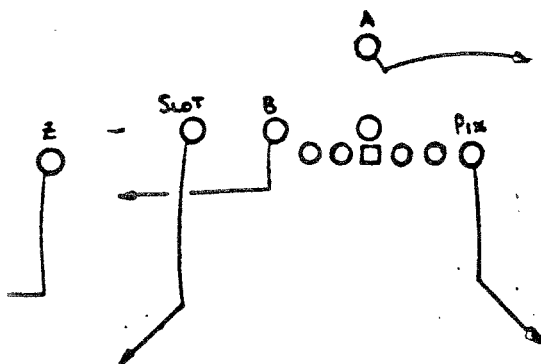
SLOT LEFT WING



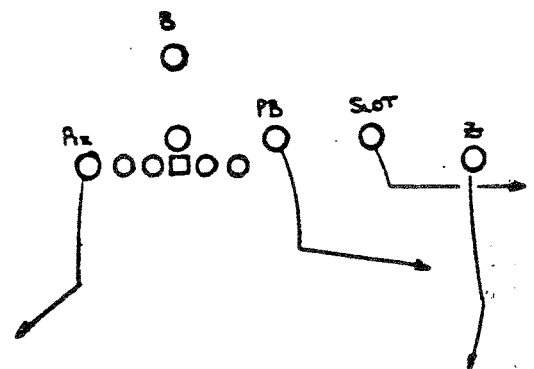
PEPPER SLOT RIGHT WIDE



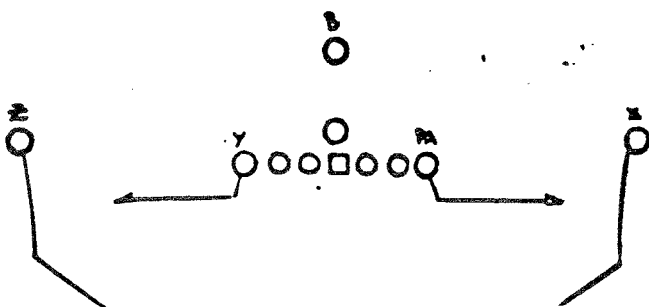
SLOT TRIPS LEFT



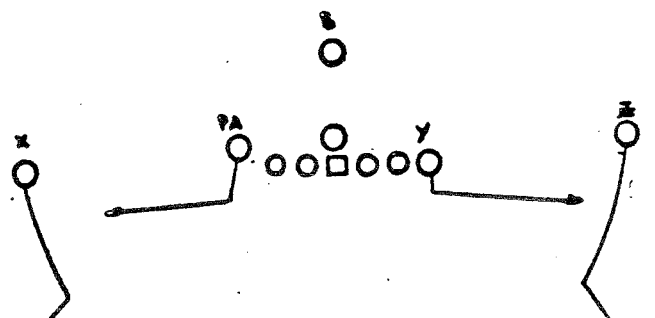
PEPPER SLOT RIGHT



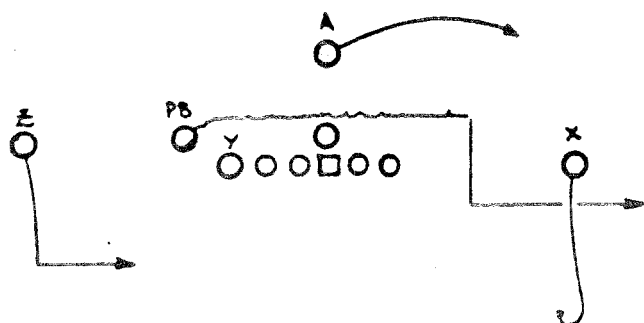
PEPPER LEFT



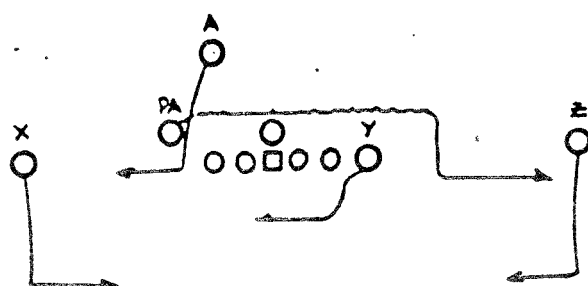
PEPPER ACE RIGHT



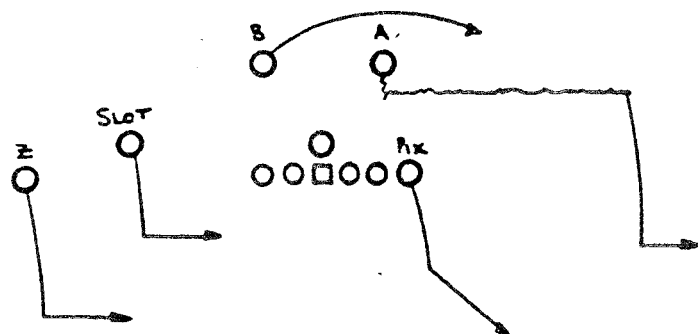
PEPPER TRIPS - MOTION TO ACE



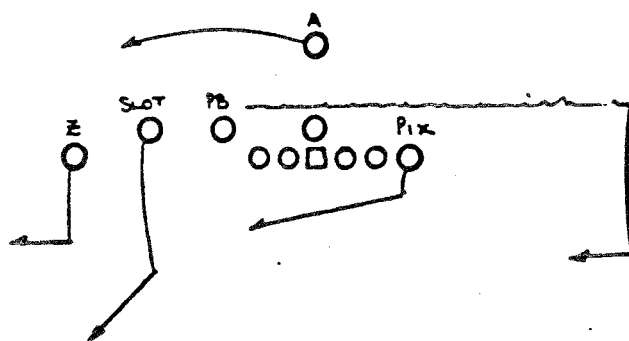
PEPPER ACE - MOTION TO TRIPS



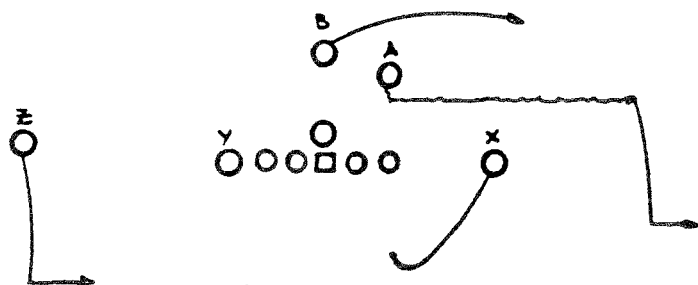
SLOT TO SLOT WIDE



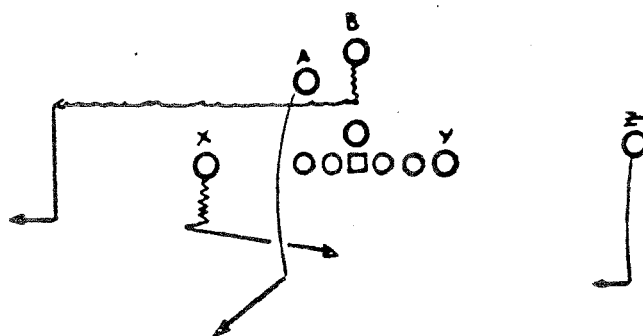
PEPPER SLOT TO PEPPER SLOT WIDE



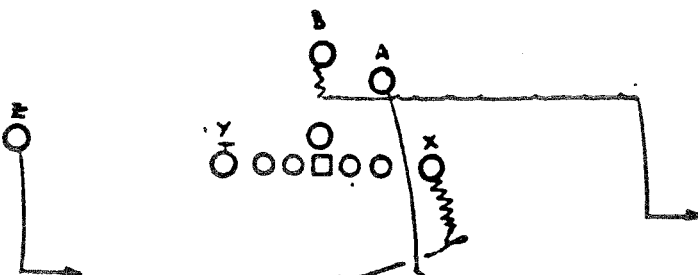
"A" MOTION PAST "X"



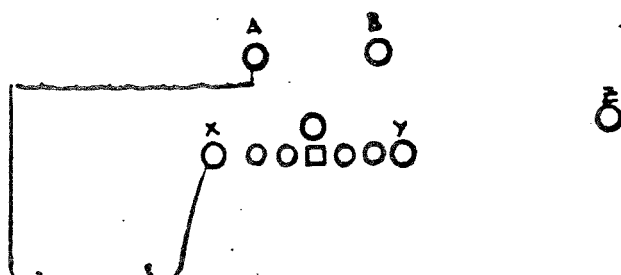
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR



"A" MOTION PAST "X" NEAR



DEFENSE

COMMENT

"FIELDER"

ALERTS:

STUB:

1. 1st Back strong outside.
2. Alert for Pick.
3. Help slot.

MAC:

1. Open Side. "H" inside.
2. Help slot.

BUCK:

1. 1st Back weak.



LOU:

1. Head up, "Z" W/H.



ROSE:

1. Outside tact Slot.



JILL:

1. Deep middle, favor.

SAM:

1. Pix N/M

DEFENSE

Player	VS. Pass	Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/
FILDER		92	45	48.9	678	8	1	3	15.06	6.77

BASIC MAN-TO-MAN RULES

1. Good alignment.
2. Comfortable stance.
3. Be in position to make your coverage.
4. Call force -- get answer.
5. Don't tip defense.
6. Take quick key, then concentrate on your coverage.
7. Low backpedal or shuffle.
8. Good Buz.
9. Talk -- Talk-- Talk.
0. Prescribed tact position.
1. Burst at correct angle.
2. Point of attack - play tough.
3. Everyone break to ball.
4. Can't be fooled by play action.
5. Know where your help is.
6. Carry out the details of your job.

PURPOSES

1. Post help, Man coverage.
2. Cover Out moves weakside by "A", "X".
3. Tighter M/M because of free Safety. (Stop delays and short routes).
4. Use "S" for force.
5. Have Man coverage that looks like zone.

WEAKNESSES

1. Passes to "Z".
2. Play-action, Strong/Weak.
3. Second Back screens.

FIELDER ADJUSTMENTS

<p><u>1. FIELDER FREE</u></p> <p>Uncovered Backer Zone middle and give inside help.</p> <p>RED = MAC</p> <p>BROWN = SHUT</p> <p>BLUE = OPEN</p>	<p><u>2. FIELDER CUT/FIELDER POST</u></p> <p>Mac cut on Wide Receiver to open side.</p> <p>REGULAR = X</p> <p>SLOT = Slot</p> <p><u>FIELDER - POST</u></p> <p>Mac - Cut on "Z"</p>	<p><u>3. FIELDER TAXI "Y"</u></p> <p>Uncovered Backer help Sam with tight End.</p> <p>Mac & Open Backer give inside help.</p> <p>Shut Backer give outside help.</p>
<p><u>4. FIELDER (Open I, Mac I, Shut I)</u></p> <p>Non-dogging Backers cover the remaining Backs M/H. No underneath help for secondary.</p>	<p><u>5. FIELDER PRESS</u></p> <p>Secondary use Press (inside technique) on Wide Receivers. Line-backers, when possible, take standard buzz.</p>	<p><u>6. FIELDER BUCK MAN</u></p> <p>Open Backer M/H on Near Back. Mac cut 1st P.O. to your open side. Blue formation. Open Backer cut on 1st P.O. to your outside.</p>

7. FIELDER BOX

Open Backer take away outside of "X" or "Slot" Receiver.

DEFENSE
"FIELDER"

OFFENSE
AUDIBLE: "ZERO"

ALERTS:

STUB:

1. 1st Back strong.
2. Brown & I Flood Weak Alert--fall back.
3. FB angles.
4. Coordinate Steeler Buz with Mac.
5. Possible S.

MAC: SPLIT BUZ

1. Two Backs Weak (Teamwork)
2. Strong Flood.
3. Coordinate Steeler Buz with Stub.

BUCK: SPLIT BUZ

1. Two Backs weak (Teamwork)
2. Strong Flood--crossing patterns.
3. Weak Back M/H on Steeler Buz.
4. Possible Buck Man.
5. Possible Rainbow.
6. "A" Stop.

(Z)

(Y)

(O)

(O)

(O)

(O)

(O)

(X)

(F)

(H)

[S]

1st Back Strong

[M]

1st Back inside to open side or 2nd Back strong.

[B]


1st Back Wide.

LOU: 

1. Play head up.
2. Slants and in's to Z.
3. No corner patterns.
4. No help on outs.
5. Good press defense.
6. Run with motion.

SAM: 

1. Inside position.
2. Lookies.
3. Cut call on Y Slow, backs weak.
4. No corners.
5. Force determined by set.

JILL: 

1. Post help--not too deep.
2. Deep as deepest.
3. Read QB.
4. Talk--Talk--Talk.

ROSE: 

1. Outside position.
2. Must Cover "Outs".
3. Inside help short & deep.
4. Good press defense.
5. No corner patterns.
6. Possible Rainbow.

FIELDER ADJUSTMENTS

<p><u>1. FIELDER FREE</u></p> <p>Uncovered Backer Zone middle and give inside help.</p> <p>RED = MAC</p> <p>BROWN = SHUT</p> <p>BLUE = OPEN</p>	<p><u>2. FIELDER CUT</u></p> <p>Uncovered Backer cut on Wide Receiver to open side.</p> <p>REGULAR = X</p> <p>SLOT = Slot</p>	<p><u>3. FIELDER TAXI "Y"</u></p> <p>Uncovered Backer help Sam with Tight End.</p> <p>Mac & Open Backer give inside help.</p> <p>Shut Backer give outside help.</p>
<p><u>4. FIELDER (Open I, Mac I, Shut I)</u></p> <p>Non-dogging Backers cover the remaining Backs M/M. No underneath help for secondary.</p>	<p><u>5. FIELDER PRESS</u></p> <p>Secondary use Press (inside technique) on Wide Receivers. Line-backers, when possible, take standard buzz.</p>	<p><u>6. FIELDER BUCK MAN</u></p> <p>Open Backer M/M on Near Back. Mac cut 1st P.O. to your open side. Blue formation, Open Backer cut on 1st P.O. to your outside.</p>

7. FIELDER BOX

Open Backer take away outside of "X" or "Slot" Receiver.

"FIELDER"

ALERTS:

STUB:

1. 1st Back strong outside.
2. Alert for Pick.
3. Help slot.

MAC:

1. Open Side. "H" inside.
2. Help slot.

BUCK:

1. 1st Back weak.



SL

H

F



Px

S

M

B

S



LOU:



ROSE:



JILL:

SAM:

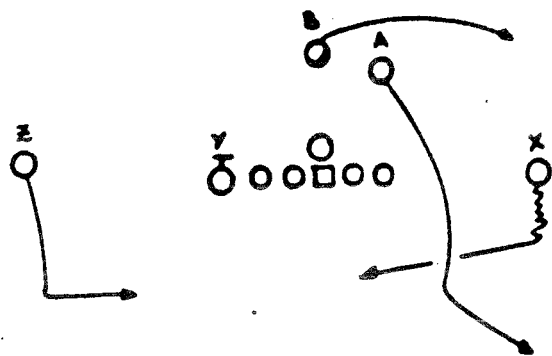
1. Head up, "Z" M/M.

1. Outside tact Slot.

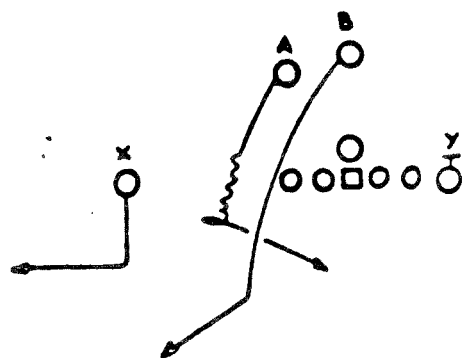
1. Deep middle, favor.

1. Possible Duce Coverage.
2. Possible Man Coverage.
3. Possible Banjo Coverage.

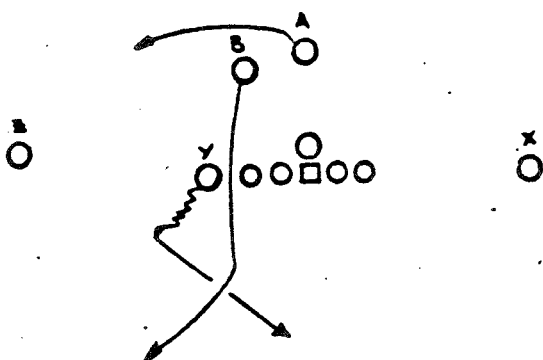
BROWN LEFT - (FLOOD WEAK)



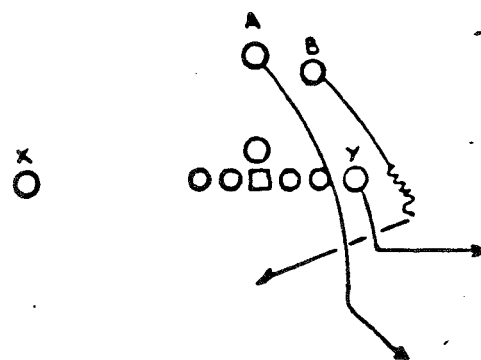
BROWN RIGHT - (FLOOD WEAK)



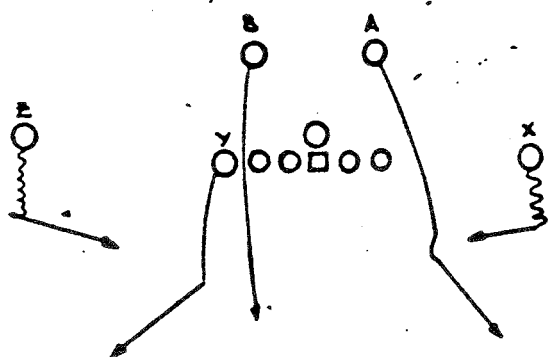
BLUE LEFT - (FLOOD STRONG)



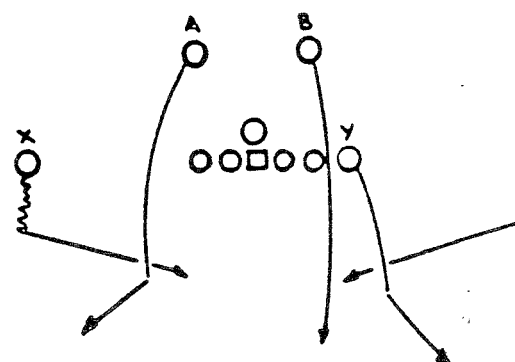
BLUE RIGHT - (FLOOD STRONG)



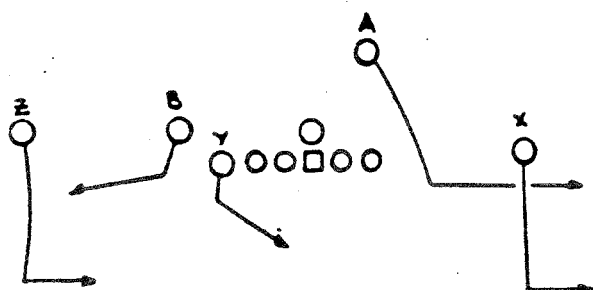
RED LEFT



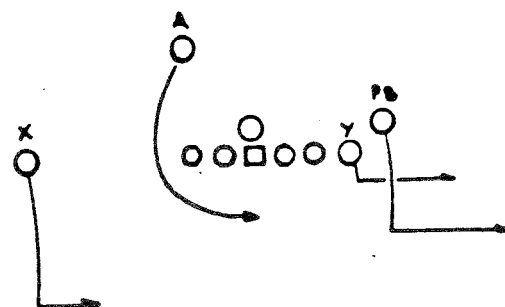
RED RIGHT



TRIPS LEFT

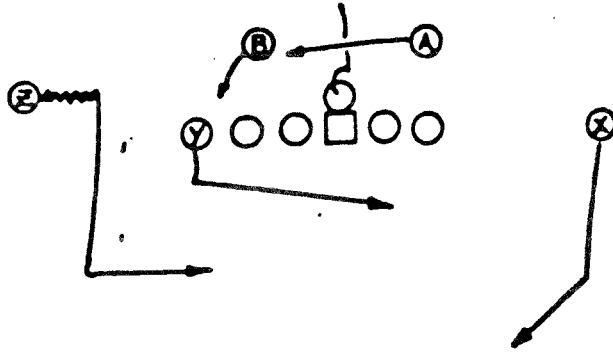


PEPPER TRIPS RIGHT

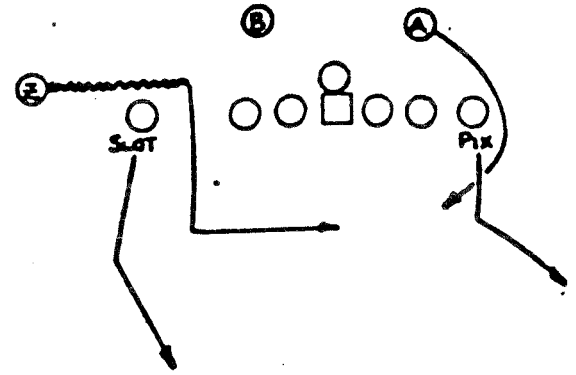


TYPES OF MOTION

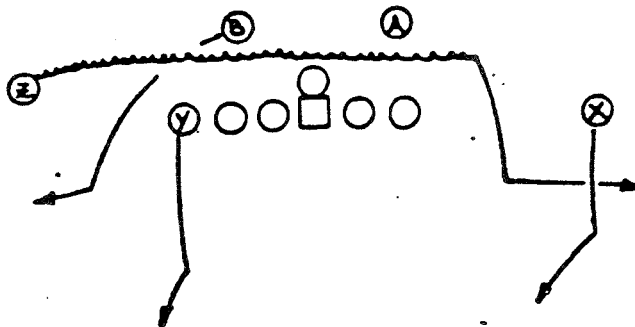
"Z" FLY SHORT



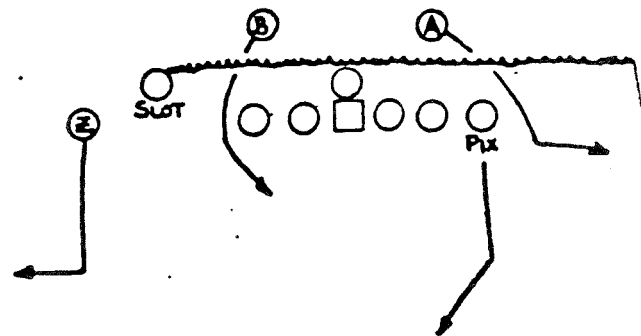
"Z" MOTION TO SLOT



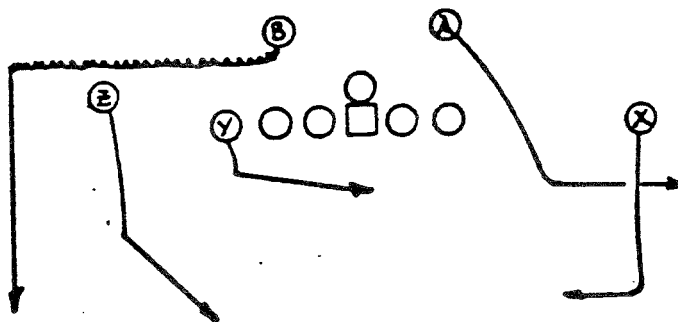
REGULAR TO SLOT



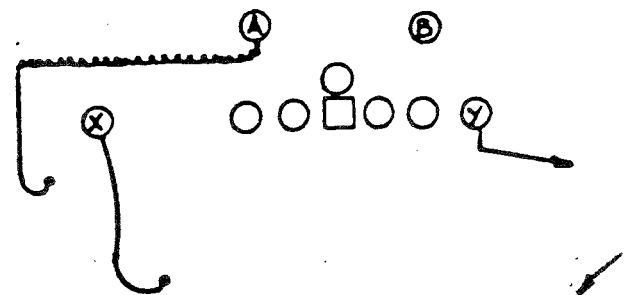
SLOT TO REGULAR



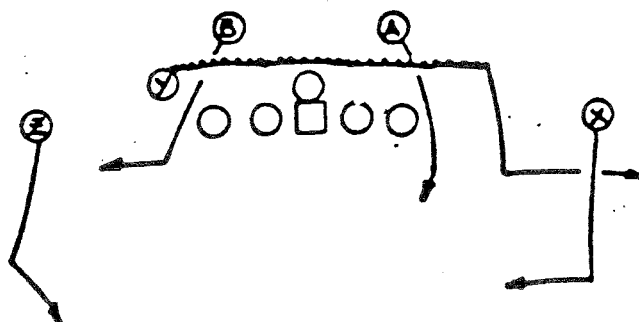
BACK MOTION STRONG (A or B)



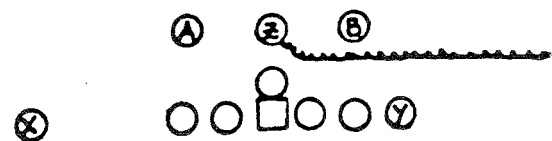
BACK MOTION WEAK (A or B)



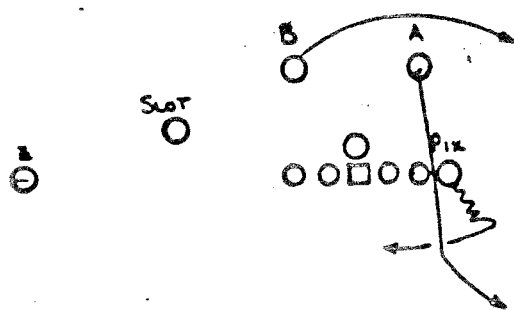
"Y" MOTION



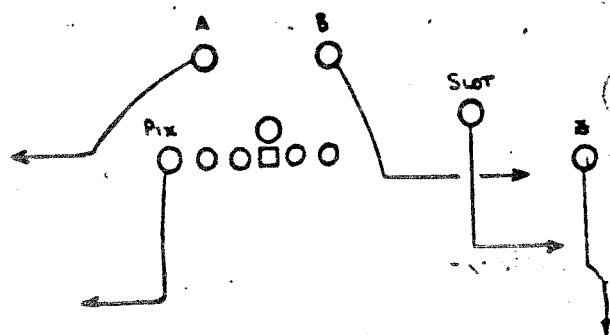
ZOOM MOTION TO REGULAR



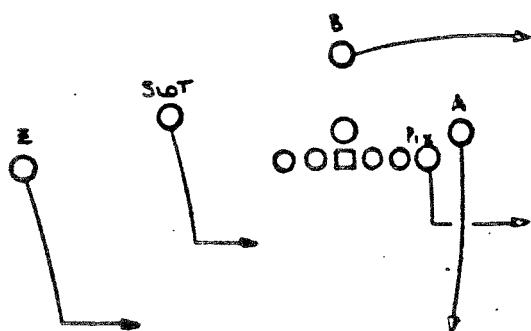
SLOT RED LEFT (FLOOD WEAK)



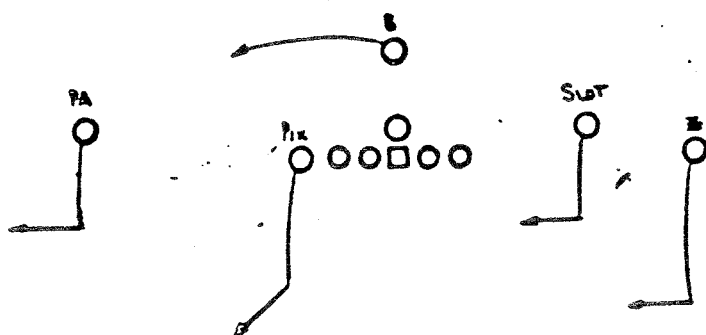
SLOT RED RIGHT



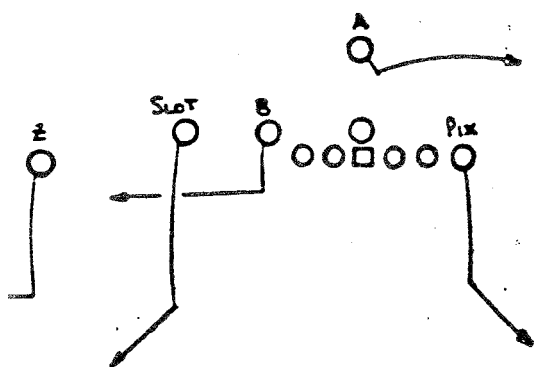
SLOT LEFT WING



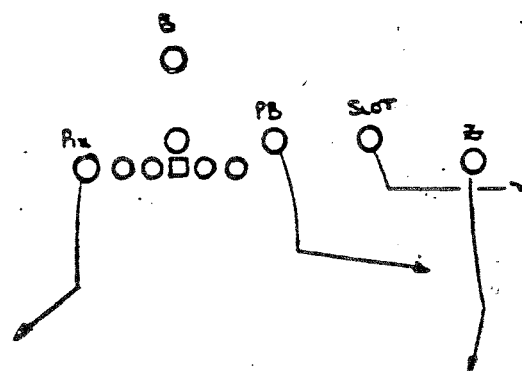
PEPPER SLOT RIGHT WIDE



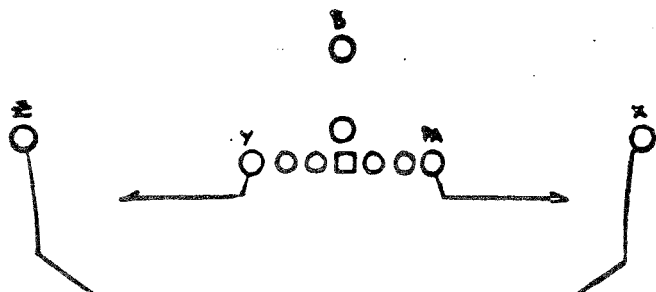
SLOT TRIPS LEFT



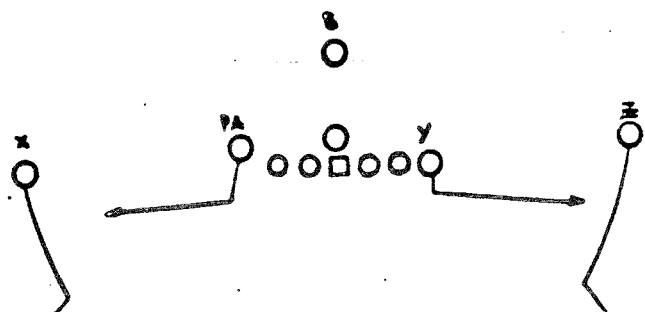
PEPPER SLOT RIGHT



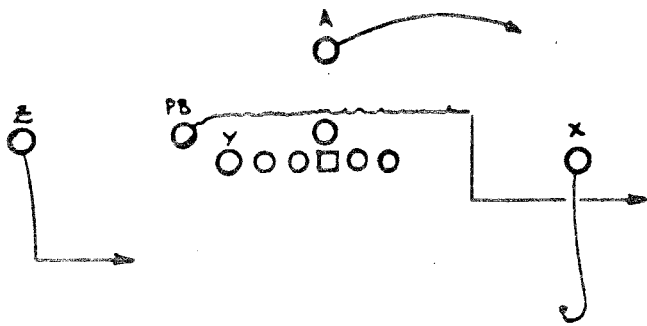
PEPPER LEFT



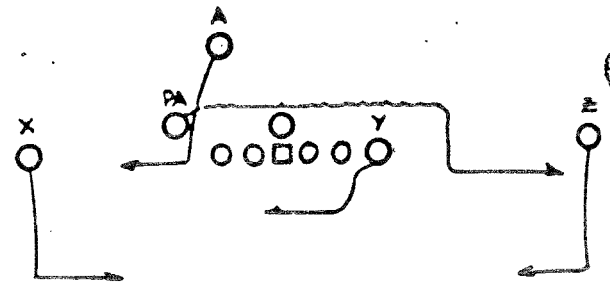
PEPPER ACE RIGHT



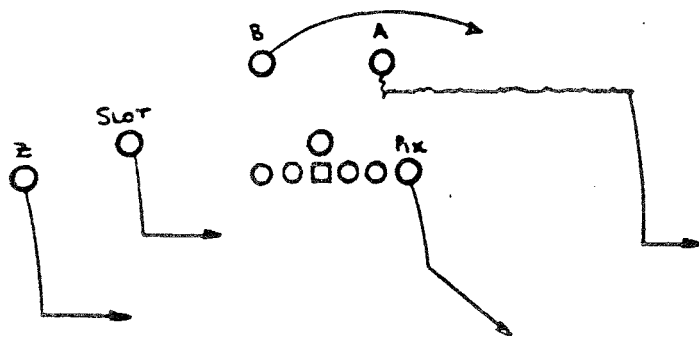
PEPPER TRIPS - MOTION TO ACE



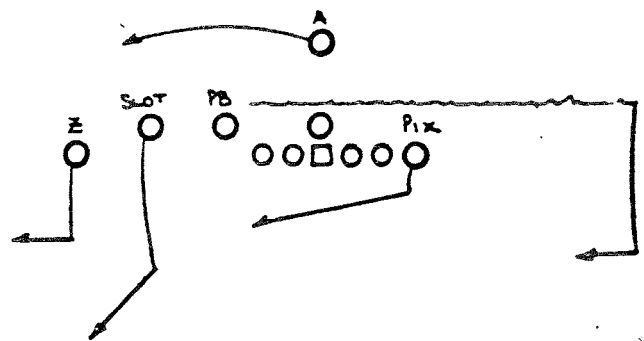
PEPPER ACE - MOTION TO TRIPS



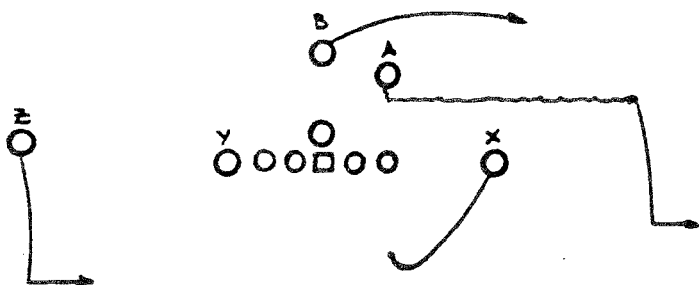
SLOT TO SLOT WIDE



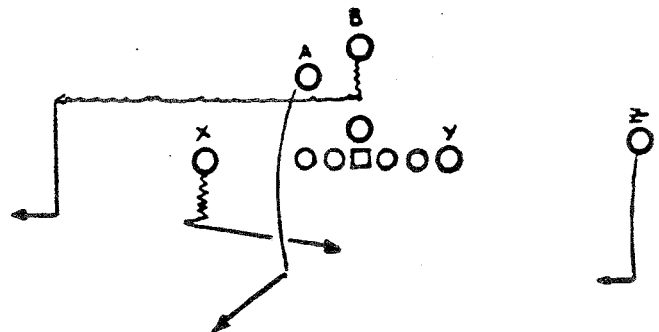
PEPPER SLOT TO PEPPER SLOT WIDE



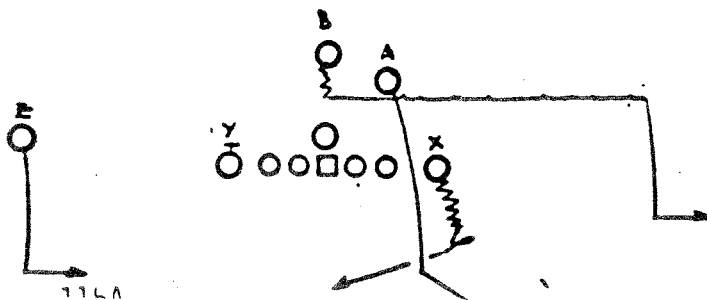
"A" MOTION PAST "X"



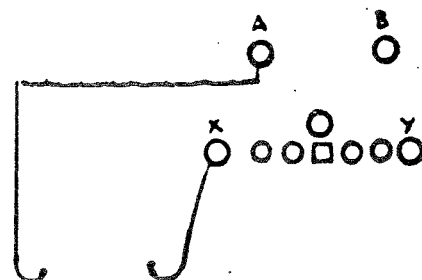
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR



"A" MOTION PAST "X" NEAR



DEFENSE MINNESOTA

COMMENT
AUDIBLE: "TWIN"

ALERTS:
STUB:

1. Outside alignment on PI.
2. Inside/outside with Mac on PI & FB all over.
3. Key TE & FB.
4. Brown or Ace = TE M/M.
5. Force on run.

MAC:

1. Inside/outside M/M with Stub on PI & FB.
2. Ace or Brown = FB M/M.
3. Don't be fooled by play action.
4. TE & FB on on double out or double in move.
5. Brown - Teamwork alert; possible Man Call.

BUCK:

1. HB M/M all over.
2. No help except on bombs.
3. HB blocks--flow Dog.
4. Hold for draw or screen.
5. Keep inside position.
6. Butch HB at LOS.
7. Buck force on run.
8. Brown - Teamwork alert; possible Man Call.

(Z)

(Y)

(O)

(O)

(O)

(O)

(O)

(F)

(H)

(X)

[S]

[M]

[B]

△

LOU:

1. Call press.
2. Deep help.
3. Keep inside position.
4. No underneath help.
5. Plaster on scramble

△

SAM:

-- S A M E --

JILL:

△

1. Be in position to cover "Y", "Z", or "E" deep.
2. Deep enough to help where needed.
3. See QB.
4. Try not to tip defense too much.
5. Key "Y" & Backs--look to flatten on "X" & "Z".
6. Delayed Stub force.

△

ROSE:

1. Can press.
2. Deep help.
3. Keep inside position.
4. No underneath help.
5. Plaster on scramble.

DEFENSE

1986 RESULTS

MINNESOTA

Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/Thr.
23	9	39.1	144	3	0	0	16.0	4.69
VS. PASS								

BASIC MAN-TO-MAN RULES

- Good alignment.
- Comfortable stance.
- Be in position to make your coverage.
- Call force -- get answer.
- Don't tip defense.
- Take quick key, then concentrate on your coverage.
- Low backpedal or shuffle.
- Good Buz.
- Talk -- Talk-- Talk.
- Prescribed tact position.
- Gurst at correct angle.
- Point of attack - play tough.
- Everyone break to ball.
- Can't be fooled by play action.
- Know where your help is.
- Carry out the details of your job.

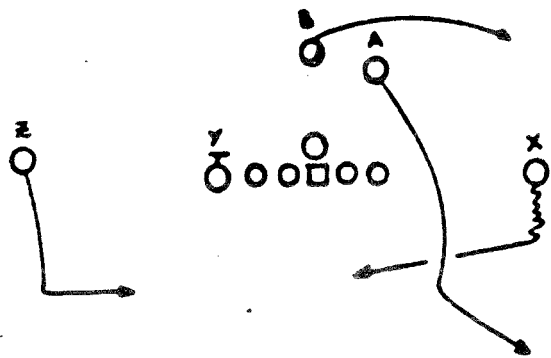
PURPOSES

1. Close coverage on five receivers.
2. Deep help everyone.
3. Very good on short or deep patterns to PO's.
4. Good with 54 or 44 Fronts.
5. Good if Backs are not used in the passing game.
6. Good for checkdowns or delay patterns.
7. Good strength and speed match-up.

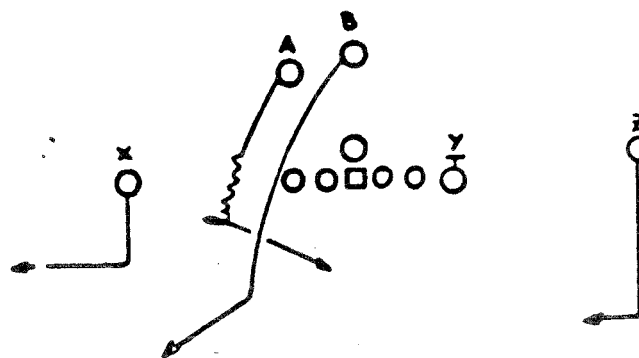
WEAKNESSES

1. Outside moves or Out patterns by PO's.
2. HB isolation on Buck.
3. "Y" and "B" - both on inside or outside break.
4. Multiple sets.
5. Play-action passes.
6. Forces or inside runs.
7. Must have pass rush.

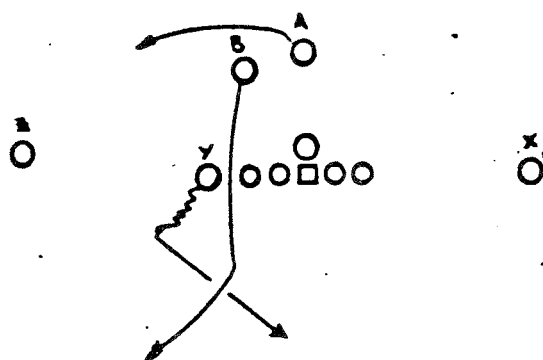
BROWN LEFT - (FLOOD WEAK)



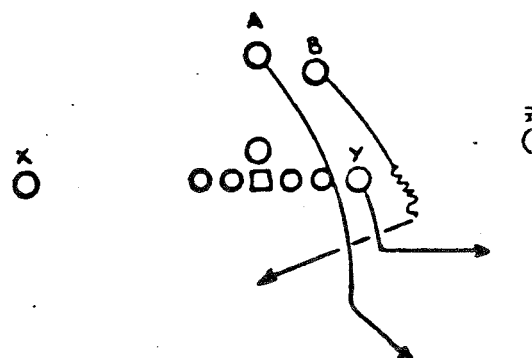
BROWN RIGHT - (FLOOD WEAK)



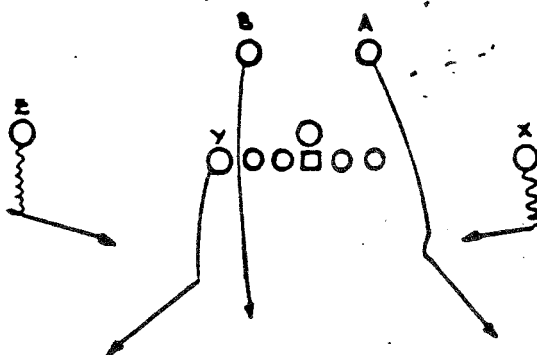
BLUE LEFT - (FLOOD STRONG)



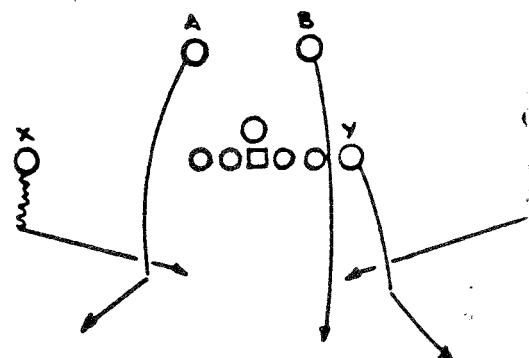
BLUE RIGHT - (FLOOD STRONG)



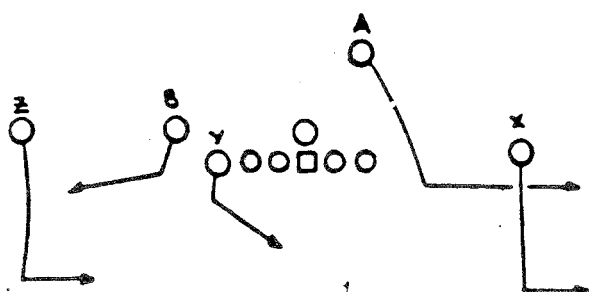
RED LEFT



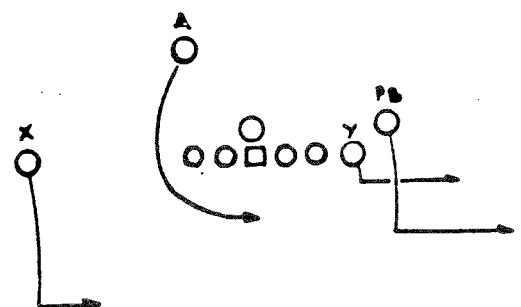
RED RIGHT



TRIPS LEFT



PEPPER TRIPS RIGHT



ALERTS:
STUB

MACI

BUCK:

(Z)

(SL)

(H)

(E)

○

○

□ ○

○

○

(Px) B

S

M

/S

△
LOU:

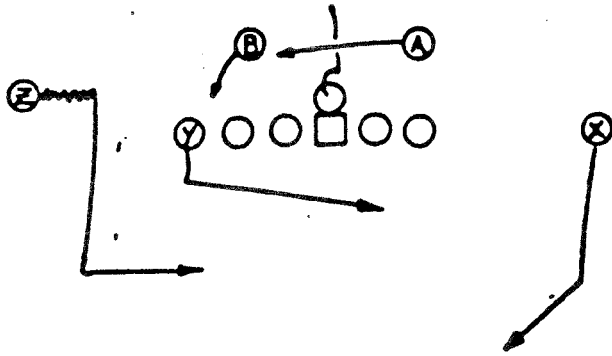
△
ROSE:

△
JILL:

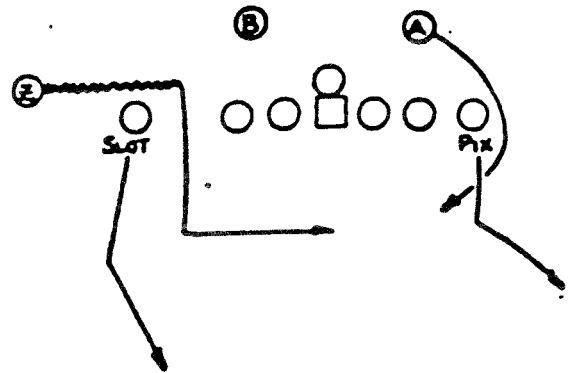
SAM:

TYPES OF MOTION

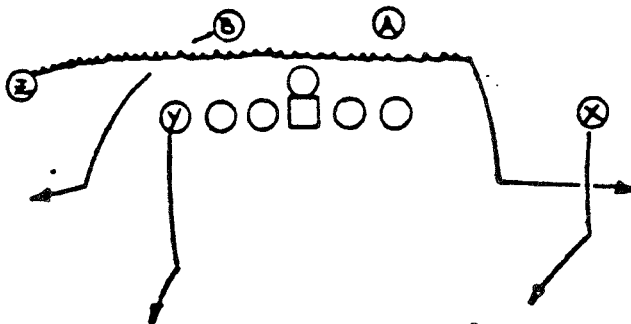
"Z" FLY SHORT



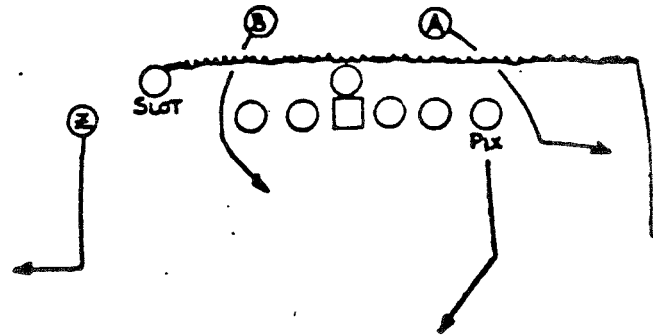
"Z" MOTION TO SLOT



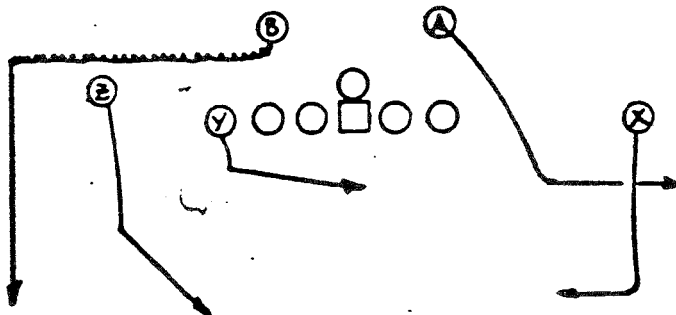
REGULAR TO SLOT



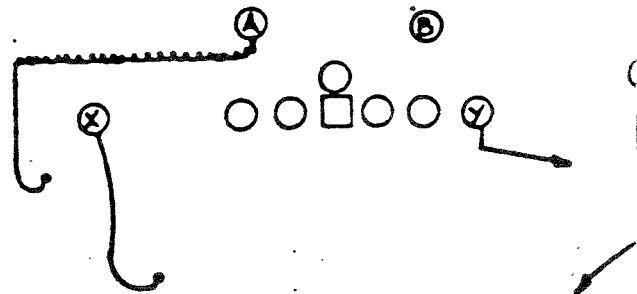
SLOT TO REGULAR



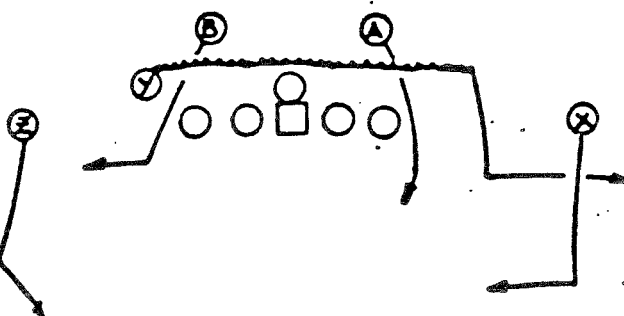
BACK MOTION STRONG (A or B)



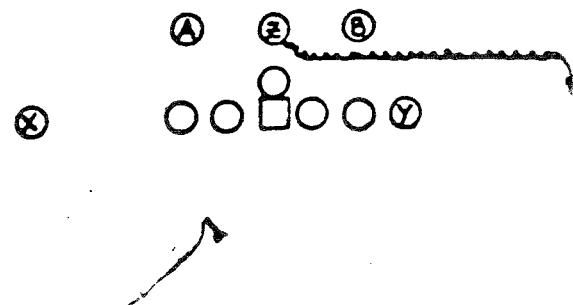
BACK MOTION WEAK (A or B)



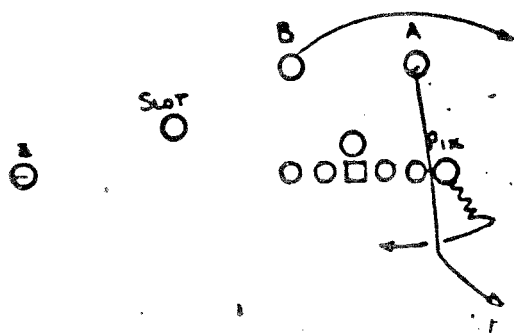
"Y" MOTION



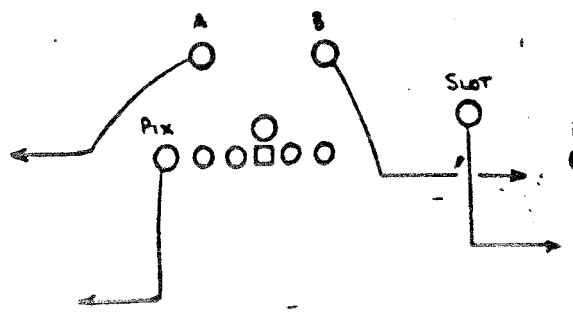
ZOOM MOTION TO REGULAR



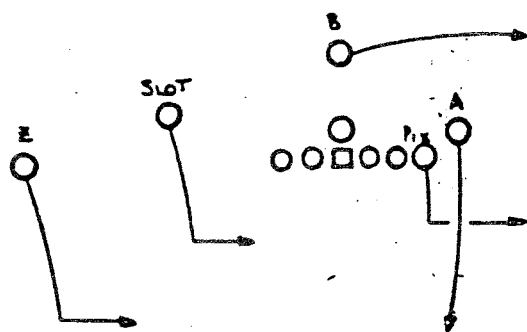
SLOT RED LEFT (FLOOD WEAK)



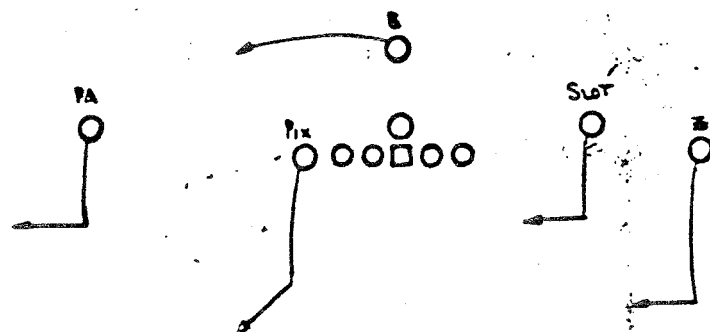
SLOT RED RIGHT



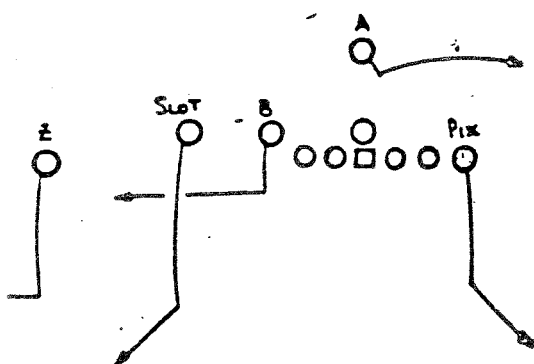
SLOT LEFT WING



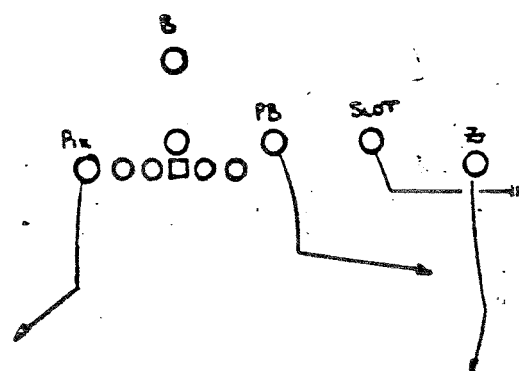
PEPPER SLOT RIGHT WIDE



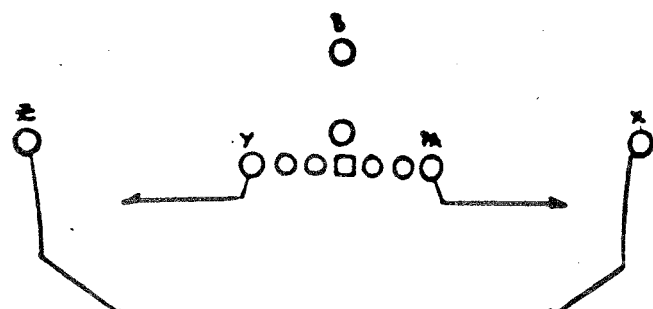
SLOT TRIPS LEFT



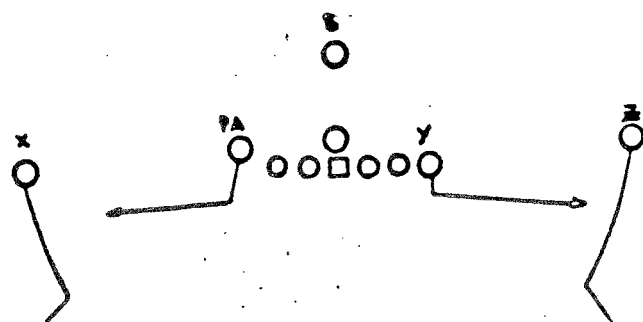
PEPPER SLOT RIGHT



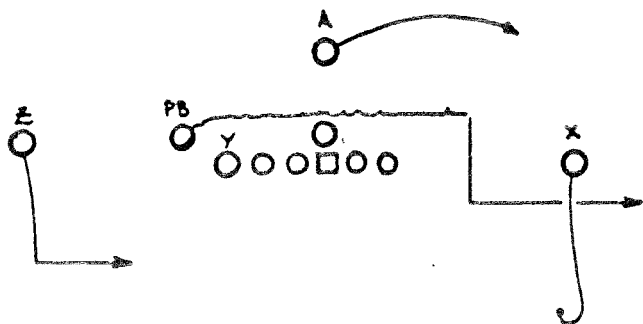
PEPPER LEFT



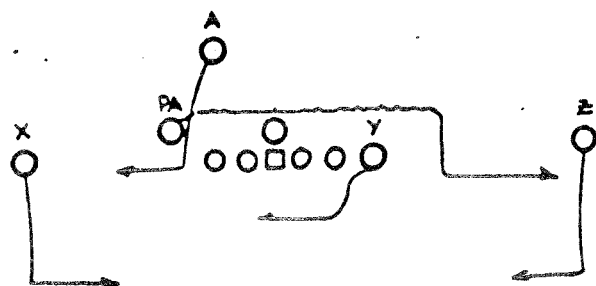
PEPPER ACE RIGHT



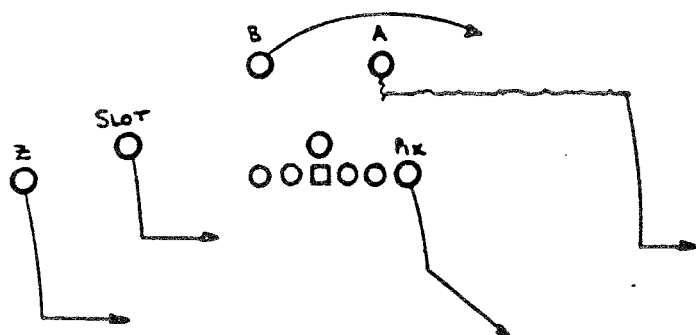
PEPPER TRIPS - MOTION TO ACE



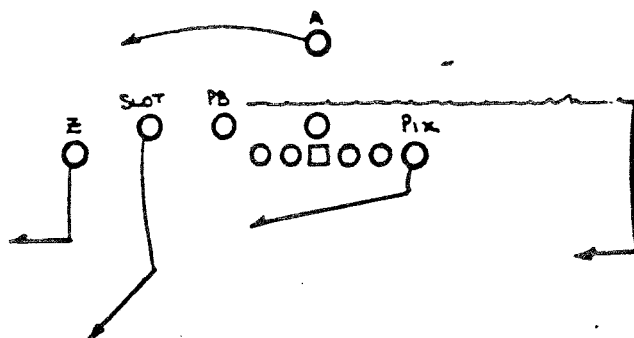
PEPPER ACE - MOTION TO TRIPS



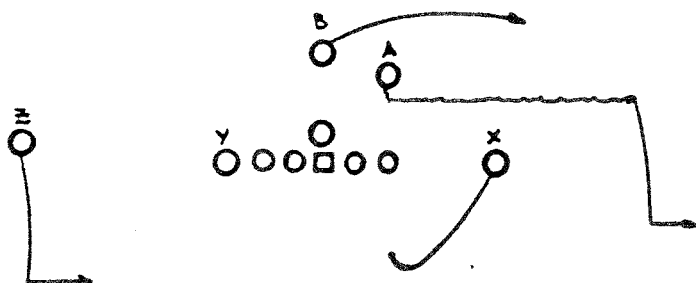
SLOT TO SLOT WIDE



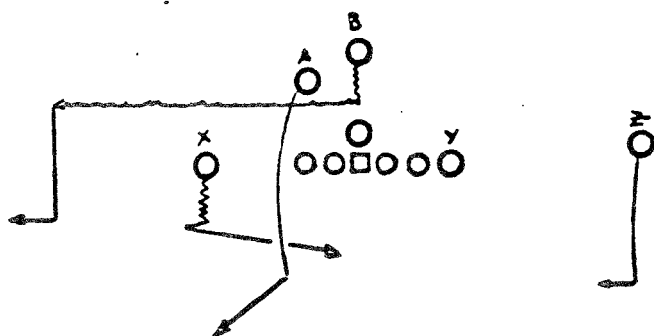
PEPPER SLOT TO PEPPER SLOT WIDE



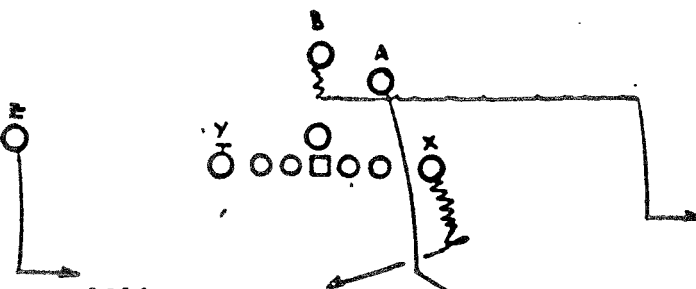
"A" MOTION PAST "X"



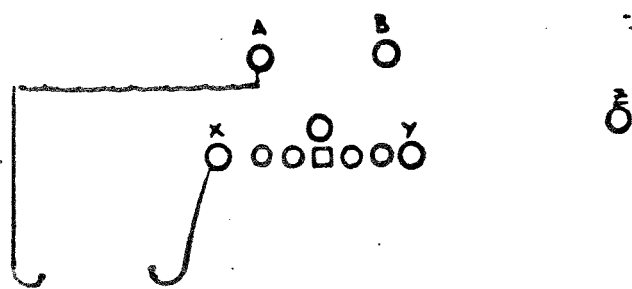
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR



"A" MOTION PAST "X" NEAR



DEFENSE

MINNESOTA (POST - POW)

COMMENT

ALERTS:

STUB:

MAC:

BUCK:

Same as MINNESOTA

Same as MINNESOTA

Same as MINNESOTA

(Cannot depend on deep help)

(Cannot depend on deep help)

(Cannot depend on deep help)

(Z)

(F)

(H)

(Y)

(O)

(O)

(O)

(O)

(O)

[S]

[M]

[B]

(X)

△

LOU:

1. Cover any out or up move of "Z".
2. Any in move - free up, help on "y" or "B" corner.
3. Possible "vise".

△

SAM:

1. Cover any in move of "Z".
2. Cover "Z" China.
3. Any out move by "Z" - look to help on "y" or "B".
4. Possible "Vise".

△

JILL:

1. Cover any in move of "X".
2. Cover "X" China.
3. Any out move by "X" - look to help on "y" or "A".
4. Possible "vise".

△

ROSE:

1. Cover any out or up move by "X".
2. Any in move by "X" - free up, help on "A" or "y".
3. Possible "vise".

NOTE: Good inside 20-yard line pass coverage vs. team

DEFENSE

1986 RESULTS

MINNESOTA
POST - PCM

	Att.	Comp.	Pct.	Yds.	Sack	Intcp.	TD's	Avg/Catch	Avg/Tn
VS. PASS	6	2	33	20	0	0	0	10.0	3.3

BASIC MAIL-TO-MAN RULES

- Good alignment.
- Comfortable stance.
- 1. Be in position to make your coverage.
- Call Force -- get answer.
- Don't tip defense.
- 1. Take quick key, then concentrate on your coverage.
- Low backpedal or shuffle.
- Good Buz.
- 1. Talk -- Talk-- Talk.
- 1. Prescribed tact position.
- 1. Burst at correct angle.
- 2. Point of attack - play tough.
- 3. Everyone break to ball.
- 4. Can't be fooled by play action.
- 5. Know where your help is.
- 6. Carry out the details of your job.

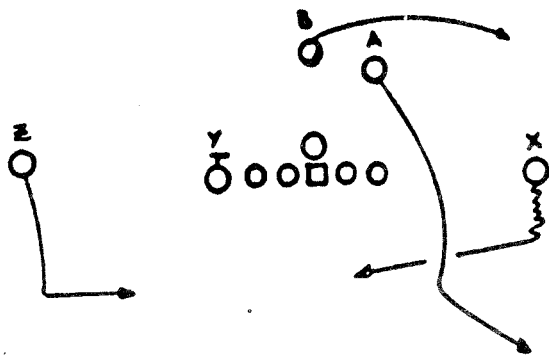
PURPOSES

1. Take away "Z" and "X".
2. Good 20 yard line - In coverage

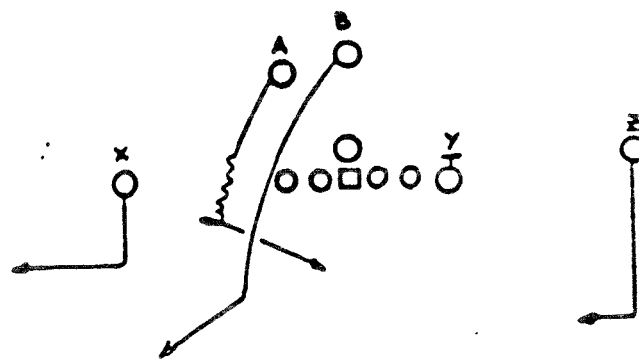
WEAKNESSES

1. Poor force strongside.

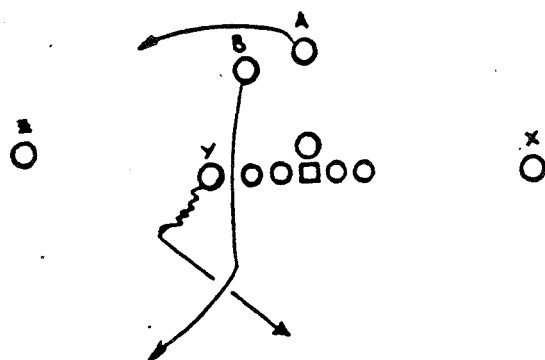
BROWN LEFT - (FLOOD WEAK)



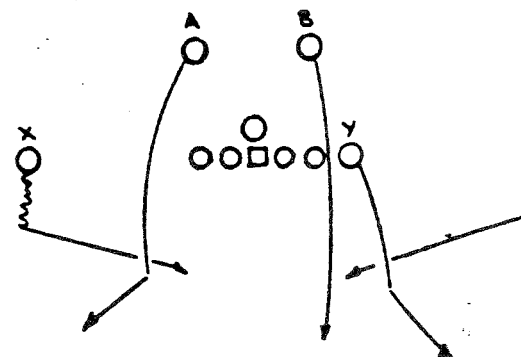
BLUE RIGHT - (FLOOD STRONG)



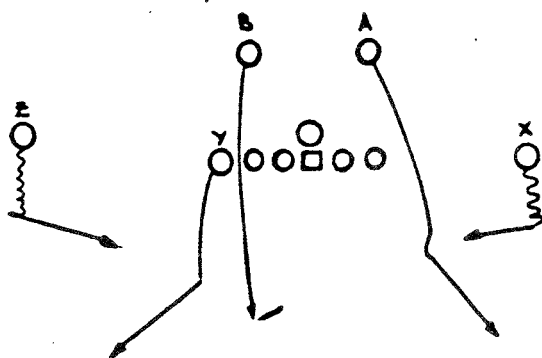
BLUE LEFT - (FLOOD STRONG)



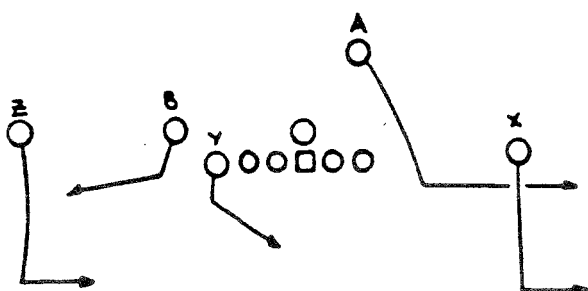
RED RIGHT



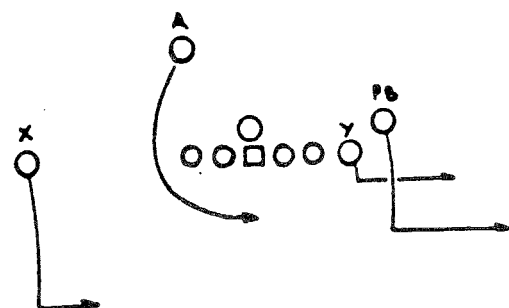
RED LEFT



TRIPS LEFT



PEPPER TRIPS RIGHT



ALERTS:
STUB.

MAC:

BUCK:

(Z)

(SL)

(H)

(E)

○

○

□

○

○

(Px)

[S]

[M]

[B]

/S\

△
LOU:

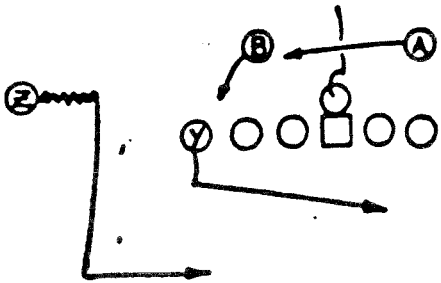
△
ROSE:

△
JILL:

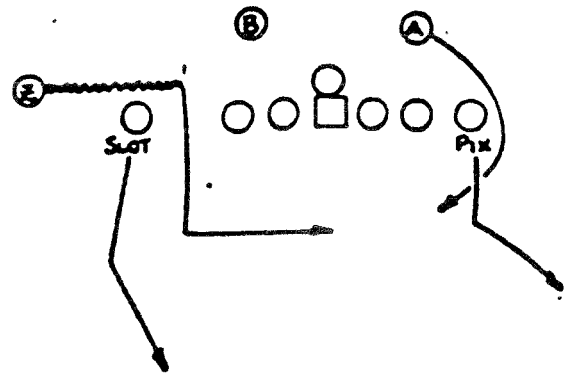
SAM:

TYPES OF MOTION

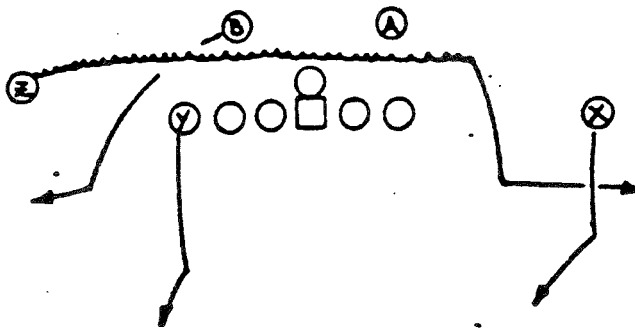
"Z" FLY SHORT



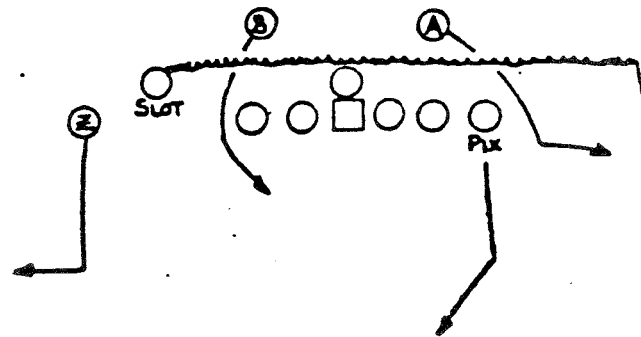
"Z" MOTION TO SLOT



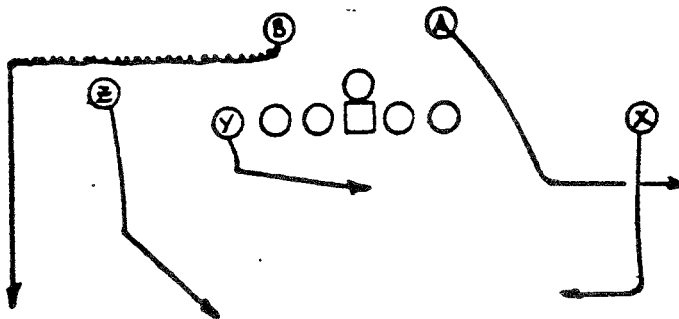
REGULAR TO SLOT



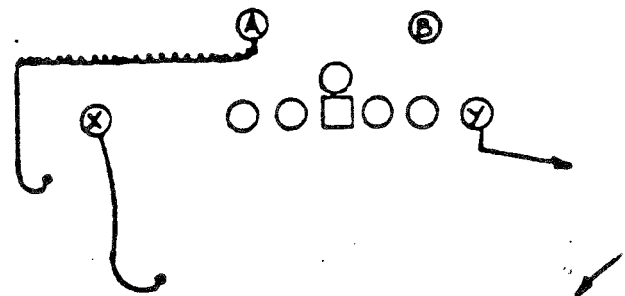
SLOT TO REGULAR



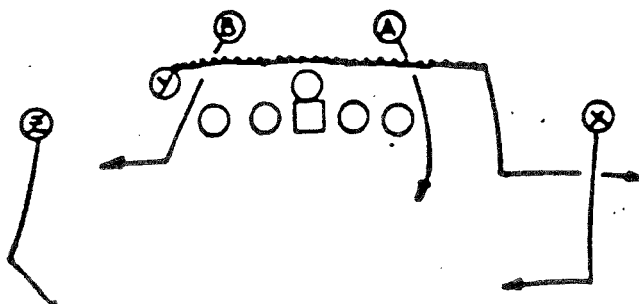
BACK MOTION STRONG (A or B)



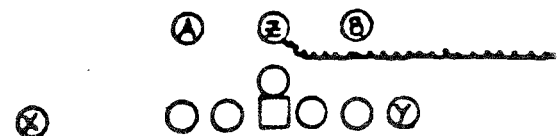
BACK MOTION WEAK (A or B)



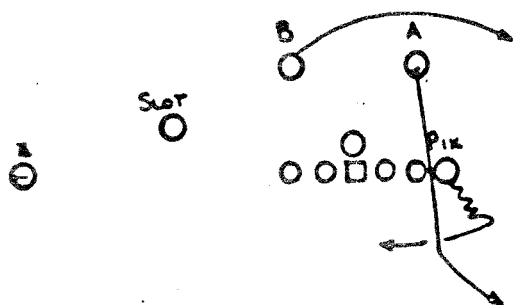
"Y" MOTION



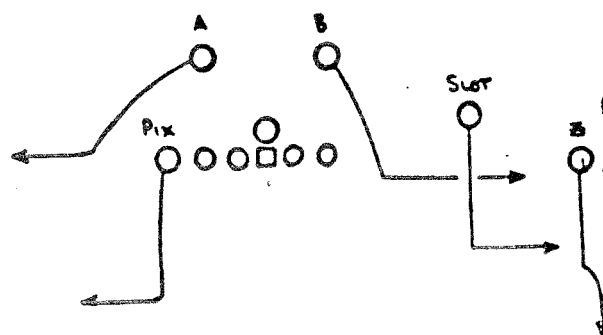
ZOOM MOTION TO REGULAR



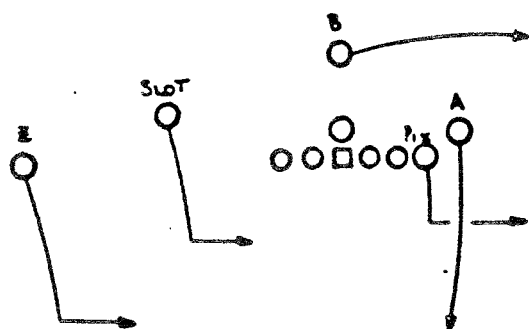
SLOT RED LEFT (FLOOD WEAK)



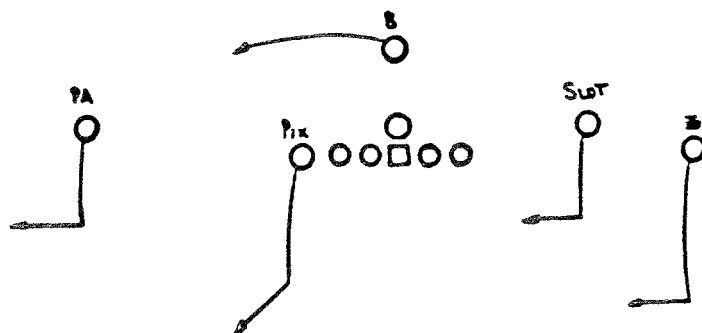
SLOT RED RIGHT



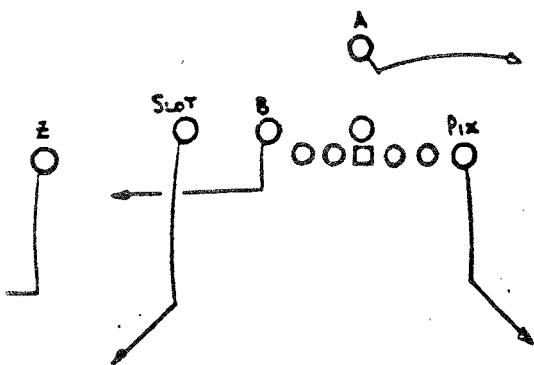
SLOT LEFT WING



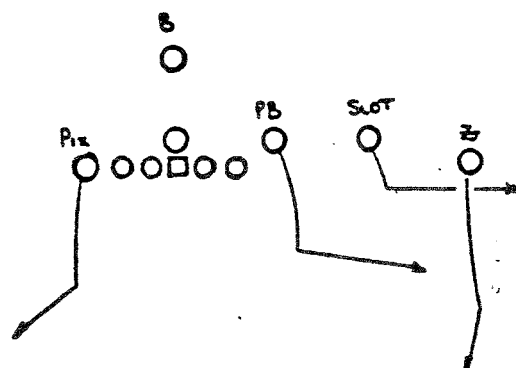
PEPPER SLOT RIGHT WIDE



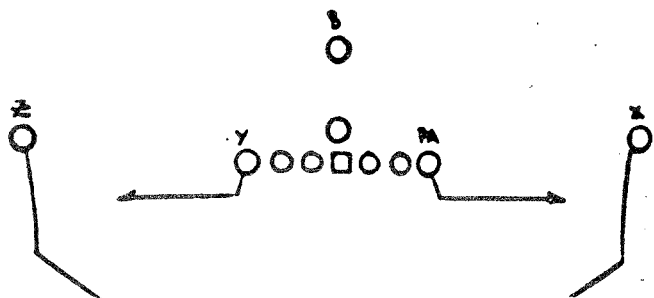
SLOT TRIPS LEFT



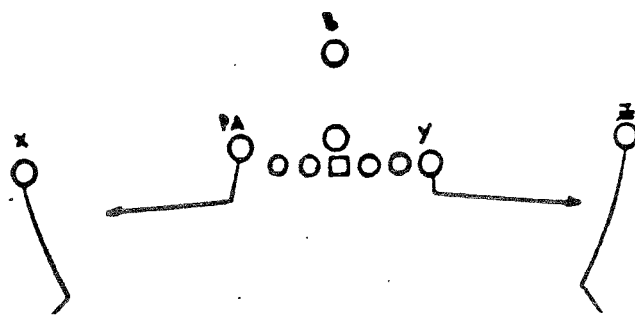
PEPPER SLOT RIGHT



PEPPER LEFT



PEPPER ACE RIGHT



DEFENSE

NICKEL -- DOUBLE WEED

COMMENT

PURPOSE:

1. Be able to take inside and outside away from "A", "B", and "Y".

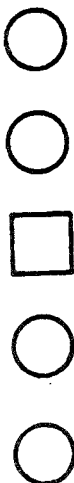
WEAKNESSES:

1. Fades and Stops by P0's with any Out moves by inside people.

(Z)

(Y)

(B)



(A)

(X)

△

△

[S]

[B]

LOU:

(SAME AS BEAR MAN)

NICKEL:

1. Any in moves by "y" M/M.
2. Any out move by "y", get depth and look for "Z" in or "B" out.
3. Possible teamwork on "y" or "B".

STUB:

1. Any in, cross, or up move by "B" - cover.

BUCK:

(SAME AS WEED)

△

ROSE:

(SAME AS WEED)

△

SAM or JILL

(SAME AS ZORO)

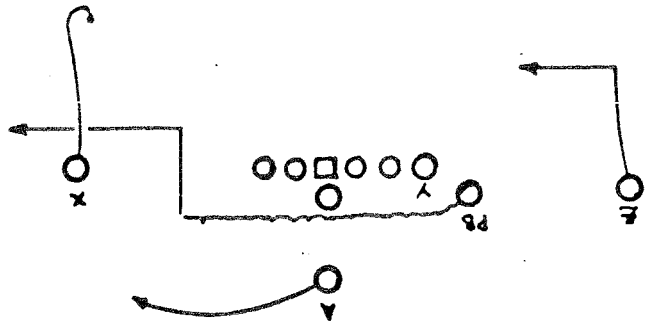
△

SAM or JILL

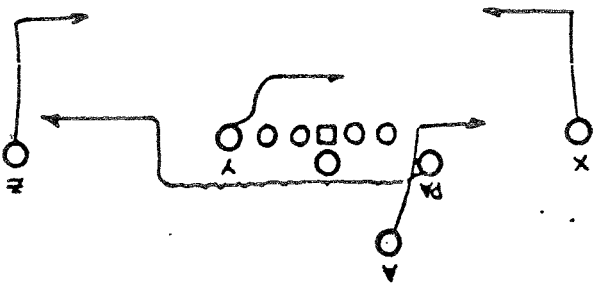
(SAME AS WEED)

NOTE: Regular People: Nickel = Stub

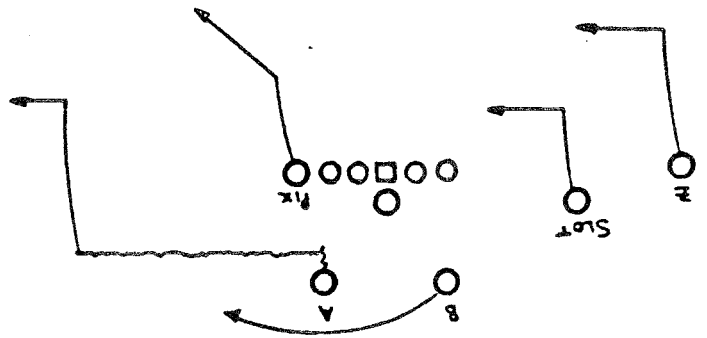
PEPPER TRIPS - MOTION TO ACE



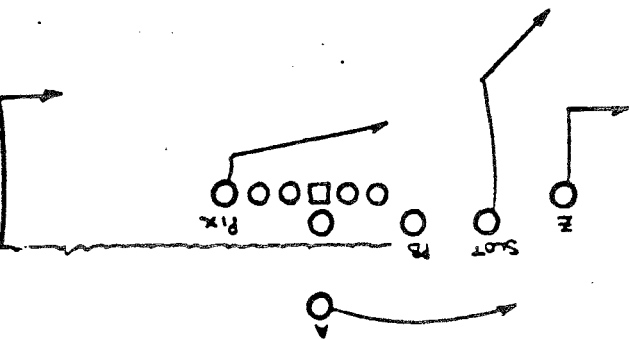
PEPPER ACE - MOTION TO TRIPS



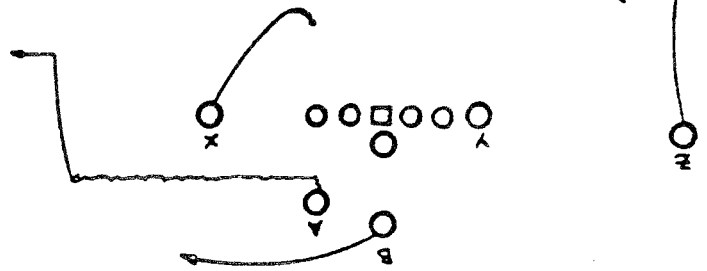
SLOT TO SLOT WIDE



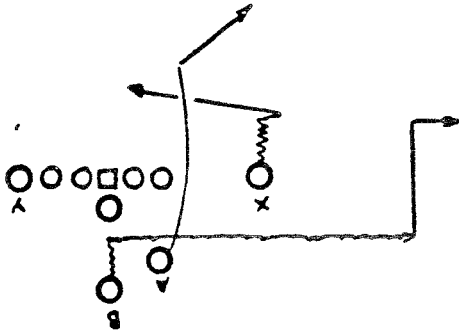
PEPPER SLOT TO PEPPER SLOT WIDE



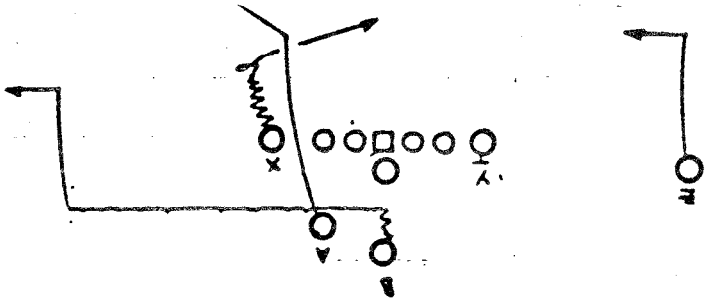
"A" MOTION PAST "X"



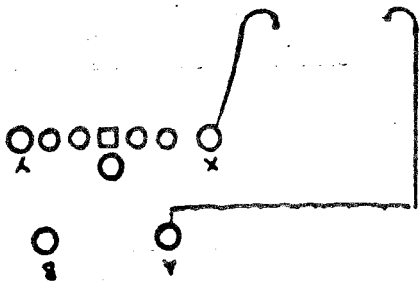
"B" MOTION PAST "X"



"B" MOTION PAST "X" NEAR

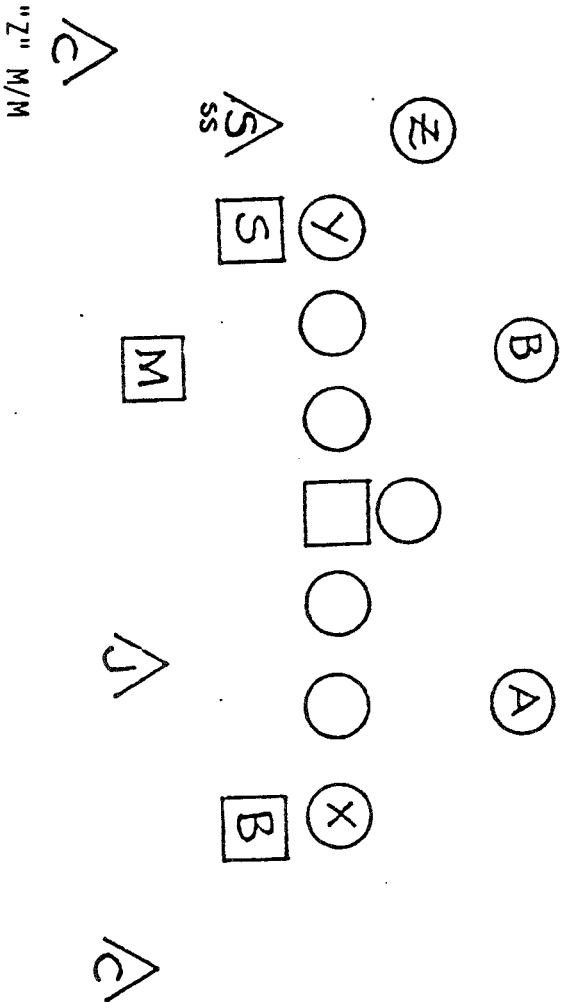


"A" MOTION PAST "X" NEAR



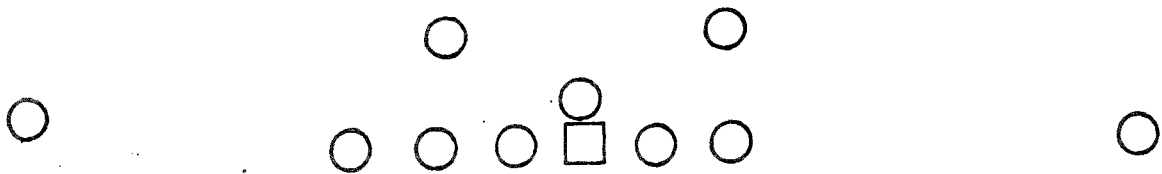
DEFENSE
GOAL LINE KEY

COMMENT

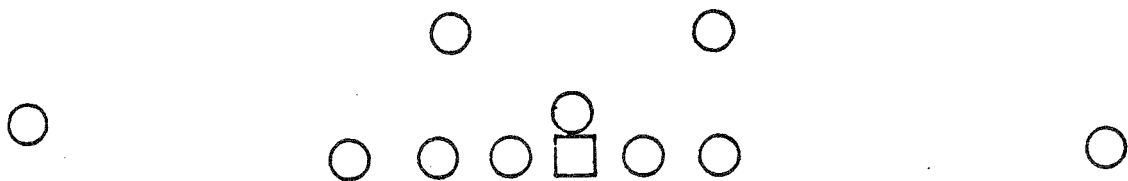


SS & MAC -- In and out on "Y" and "B" Back (TOY). Mac - Key "B" Back through Guard.
SS - Head up -don't give "Z" inside release.

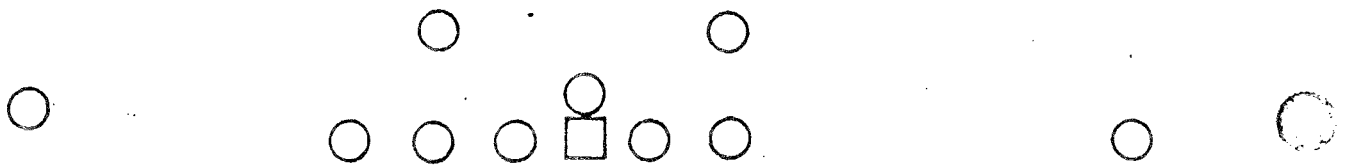
CORNER & JILL -- In and out on "X" and "A" Back.
JILL -- Key "A" Back through Guard. Guard pulls weak, look to "X".
CORNER -- "A" dives, force QB.



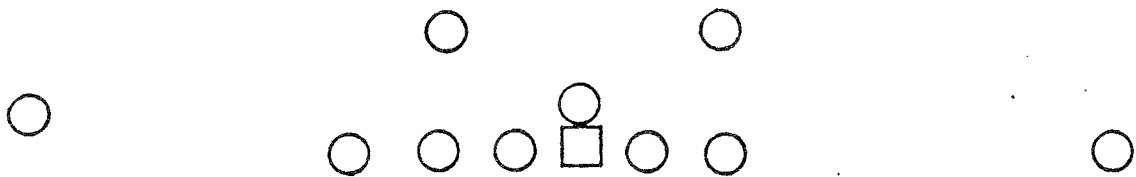
NICKEL - GERONIMO



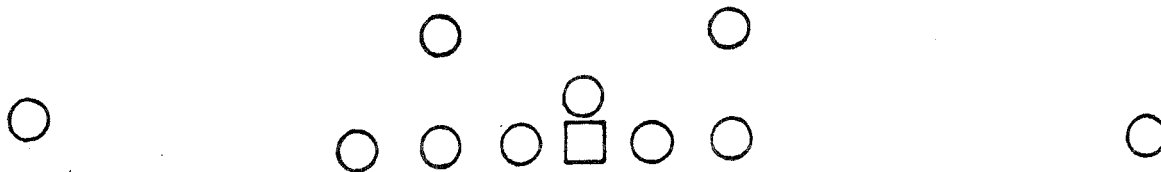
NICKEL - BEAR/KEY



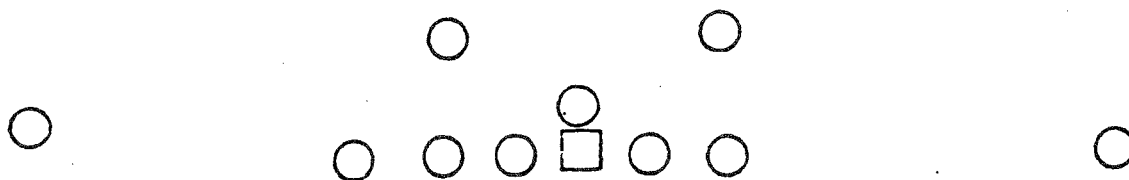
NICKEL - BEAR/WEED



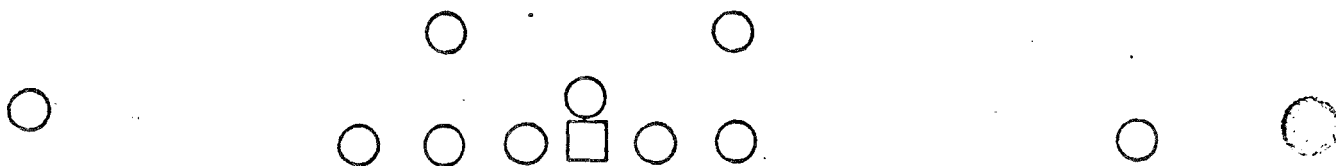
NICKEL - COMBO/KEY



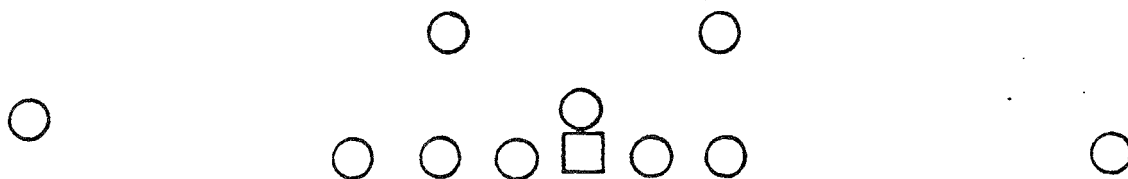
NICKEL - MINNESOTA



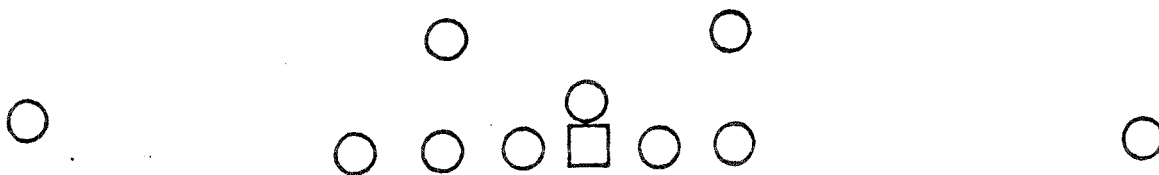
35 - BUCK I WEED



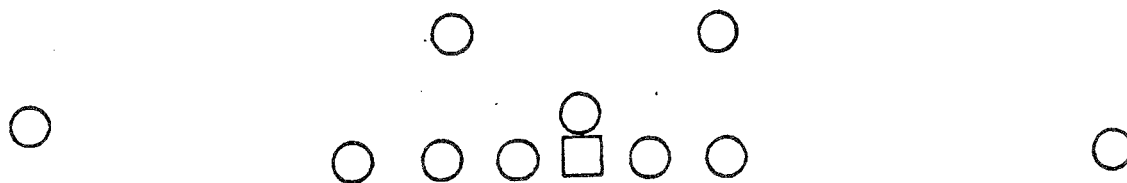
35 - MAC/MIKE I KEY



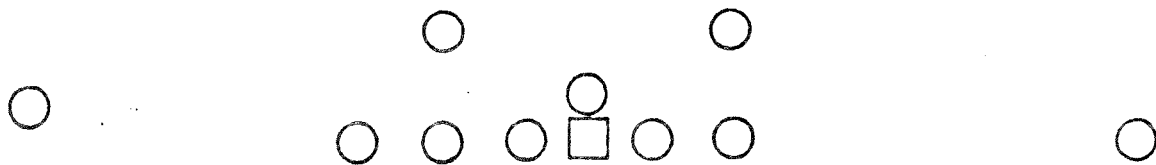
35 - STUB I COMBO



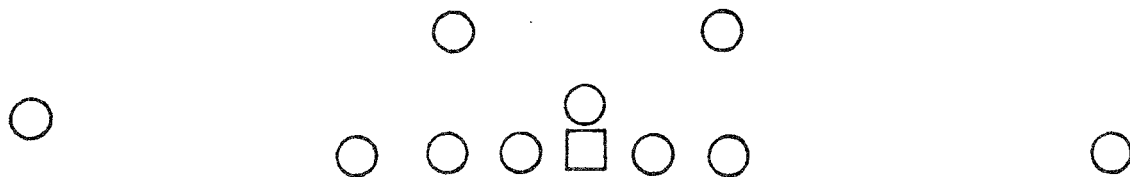
35 STRONG ZONE/BUCK NOSE



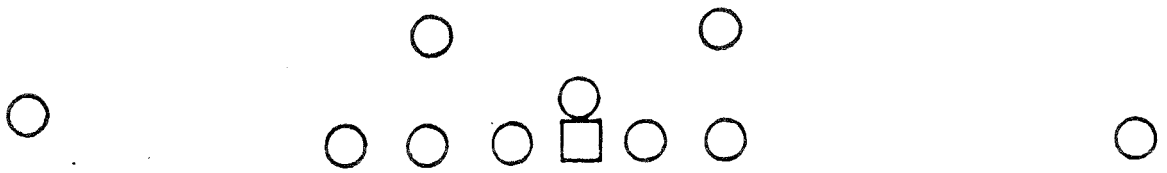
35 STUB I FIELDER



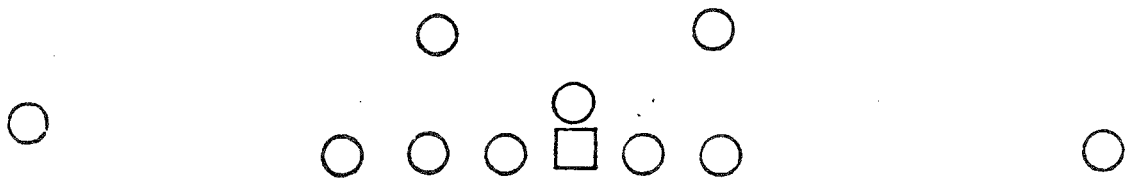
QUARTER - KEY



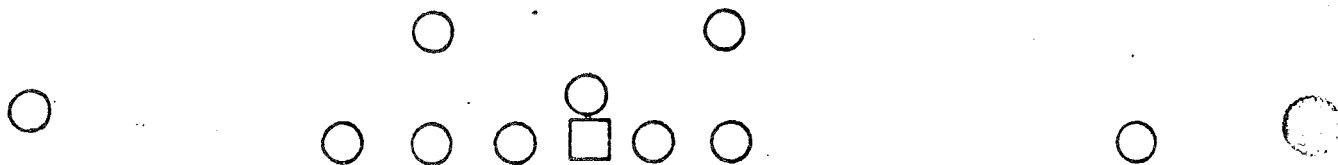
QUARTER - BEAR ZONE



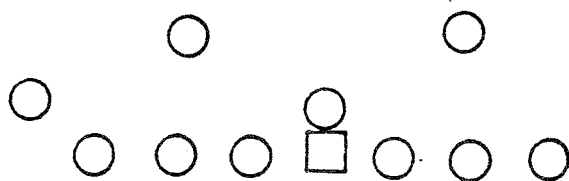
QUARTER - COMBO



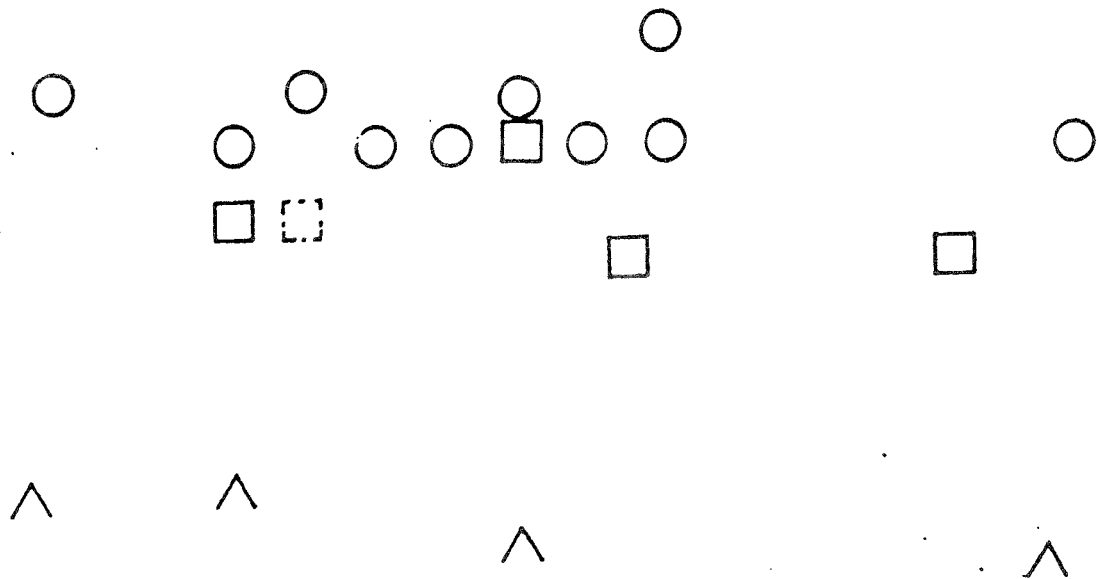
QUARTER - STRONG ZONE



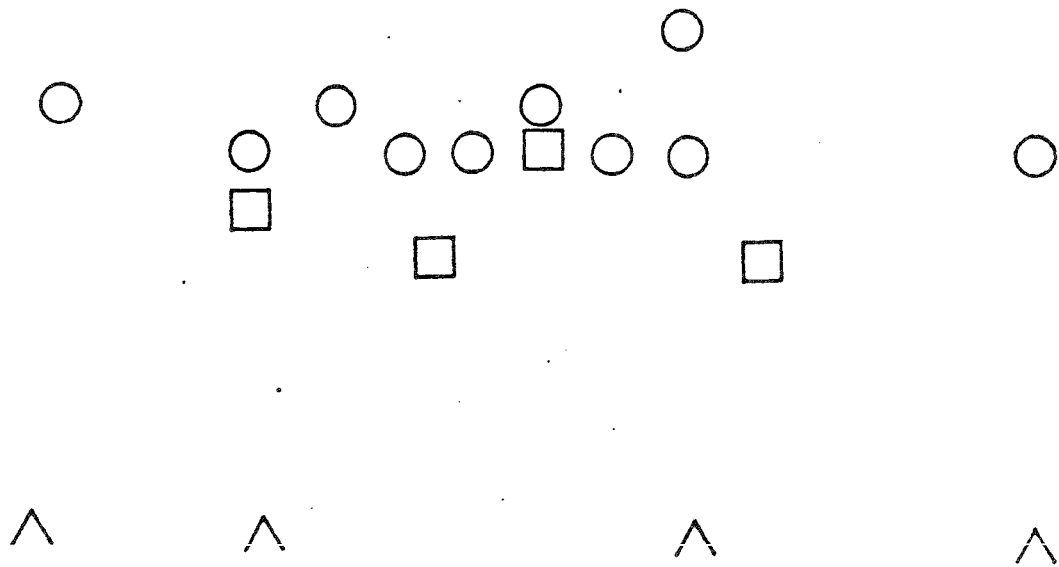
QUARTER - WEAK ZONE



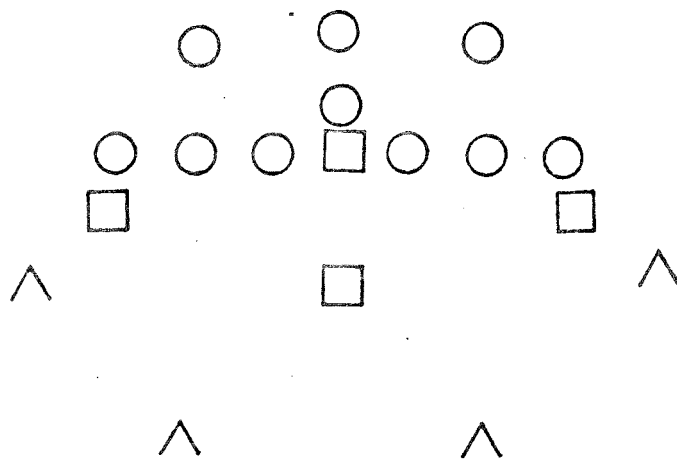
SAM ZONE



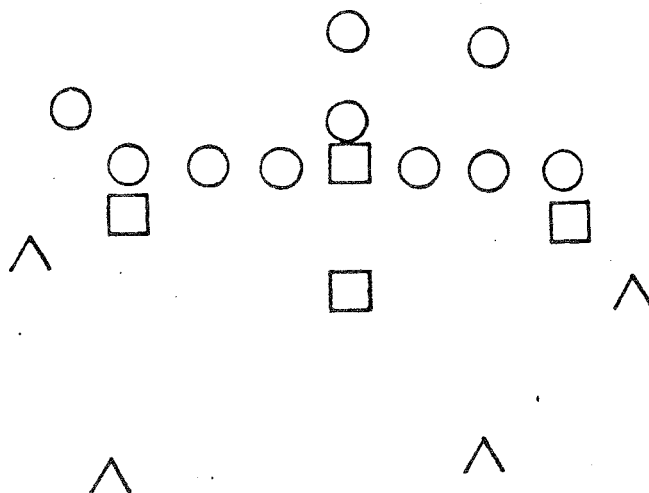
TRIO



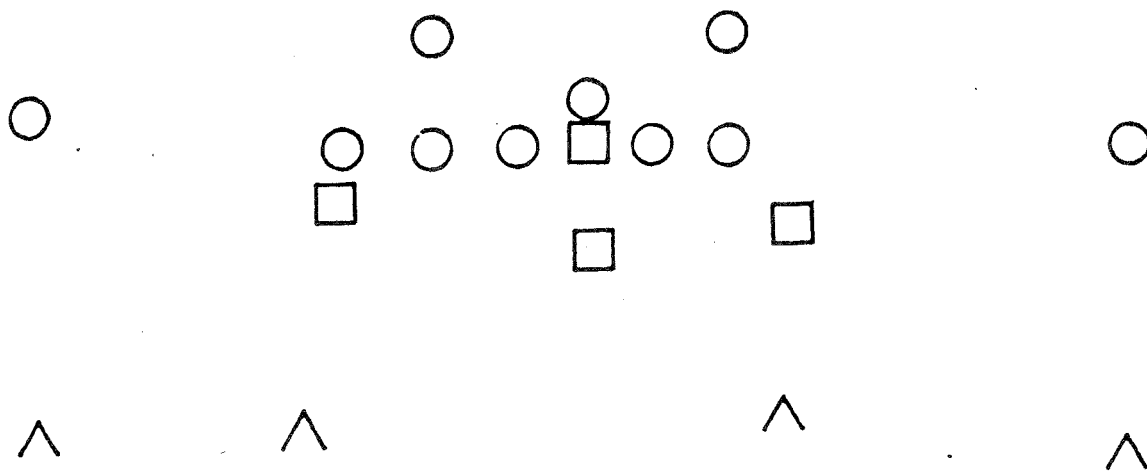
DUCE



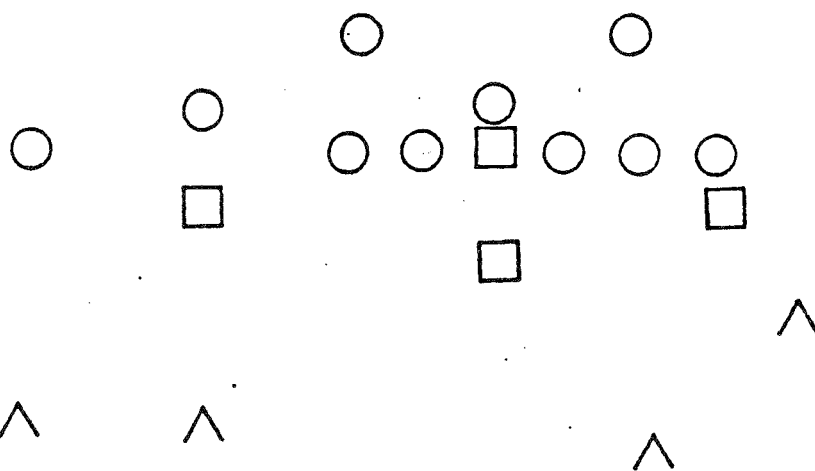
ZORO VS. TREY



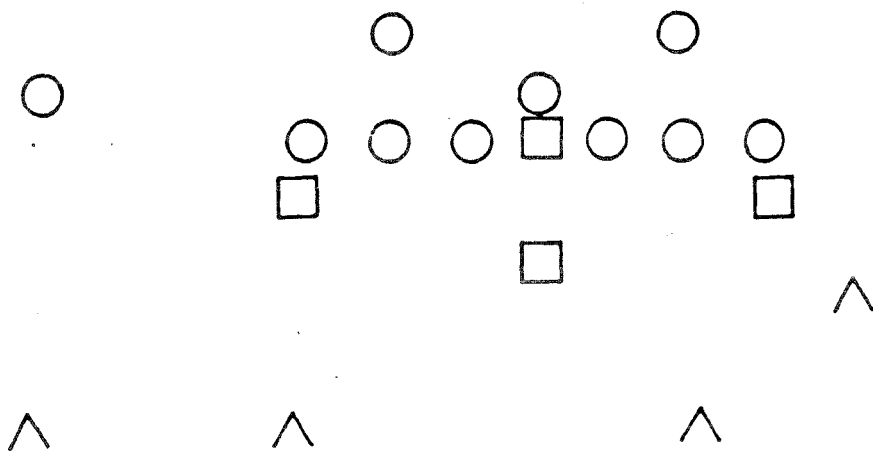
ZORO VS. NEAR WING



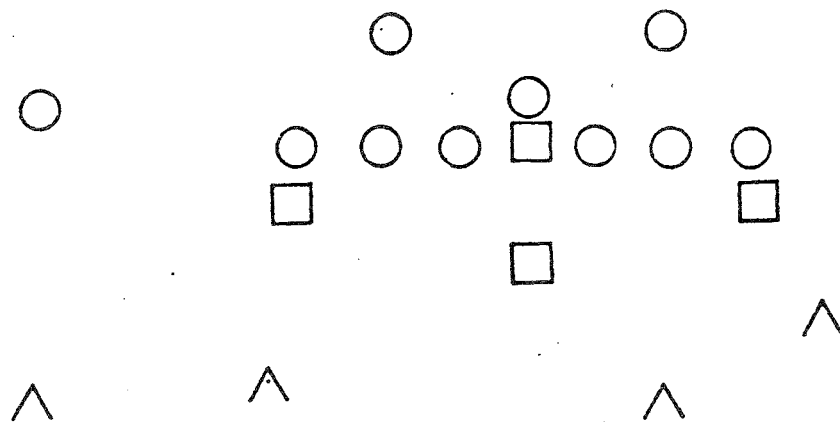
JILL WEED



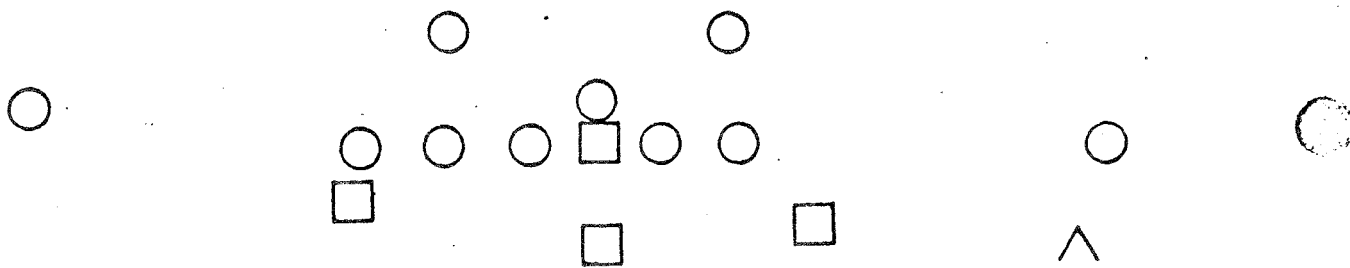
STEELER ZONE



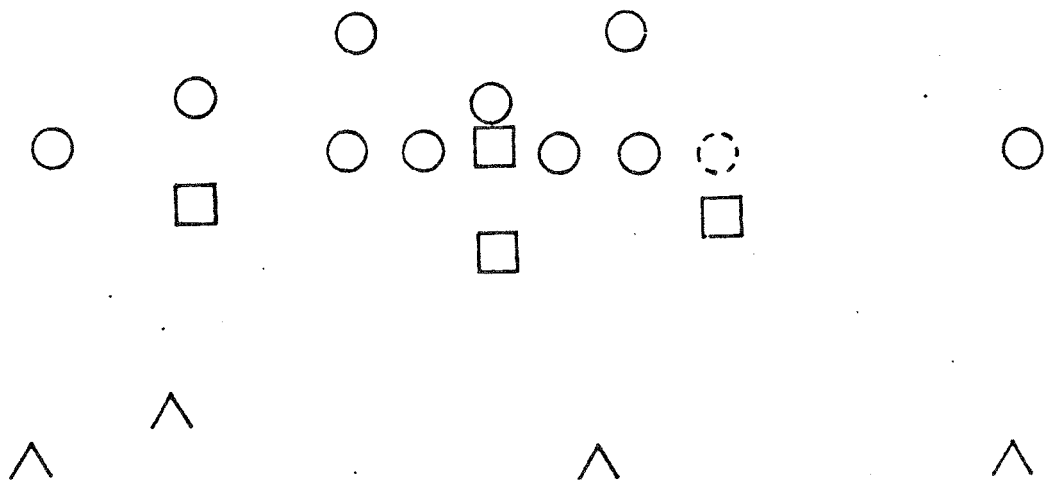
KEY (NEAR END)



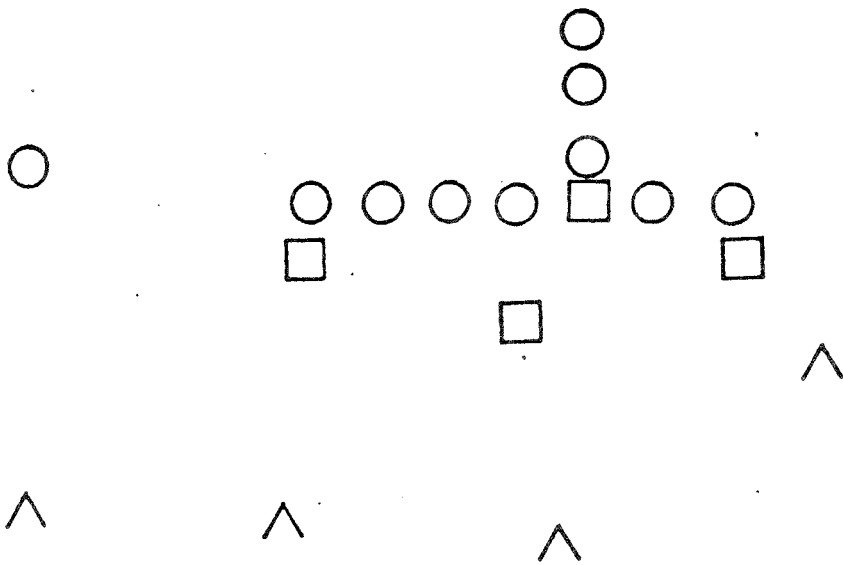
COMBO (NEAR END)



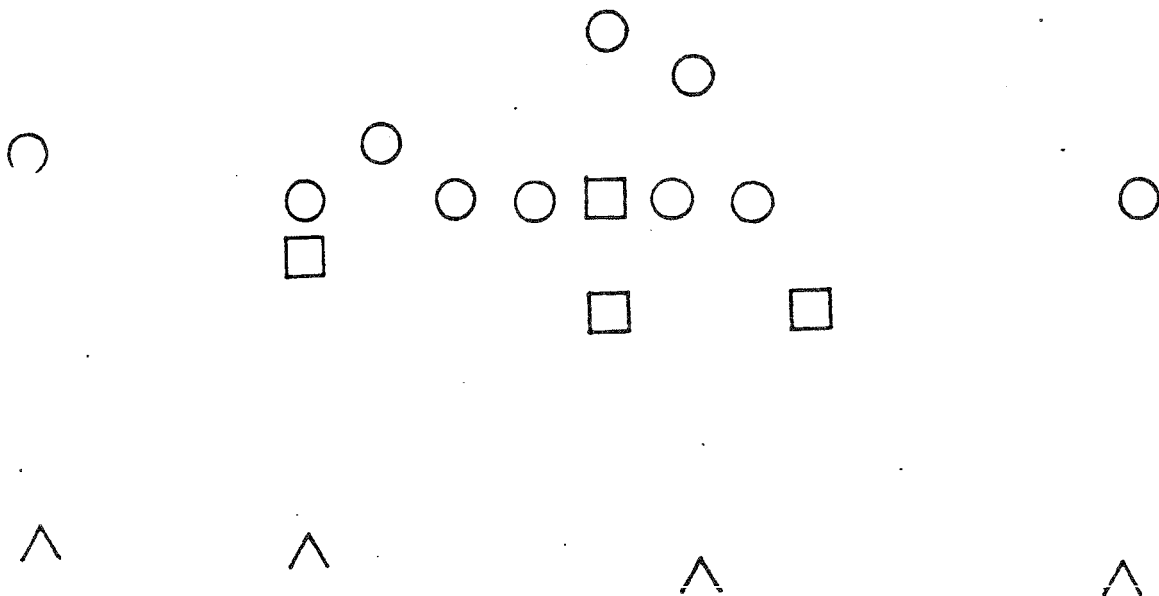
WEED VESTER



CLEMSON



UNBALANCED LINE
SAM ZONE



SHOTGUN
BULLETS

COUNTERS (CONT)

MOTION	Z IN MOTION	BACKFIELD MOTION	Y MOTION
TO REGULAR			
1 <u>ZONE (SAM ADJ)</u>	1 <u>STUB</u>	1 <u>ZONE</u>	1 <u>STUB</u>
2 <u>ZORO (INVERT)</u>	2 <u>CLEO.</u>	2 <u>WEAK = KEY</u>	2 <u>KEY</u>
3 <u>SPOUT</u>	3 <u>SPOUT "M"</u>	3 <u>STRONG = SPOUT</u>	3 <u>ZORO</u>
4 <u>2D</u>	4 <u>ZORO</u>	4 <u>SPOUT "M"</u>	4 <u>SPOUT</u>
5 <u>ZONE TO SLOT</u>	5 _____	5 <u>COMBO</u>	5 _____
6 <u>SPOUT</u>	6 _____	6 <u>JILL COVER</u>	6 _____
7 <u>KEY</u>	7 _____	7 <u>MOTION 2 MAN PG</u>	7 _____
8 <u>2D</u>	8 _____	8 <u>44</u>	8 _____
9 <u>OPEN / SHUT DOGS</u>	9 _____	9 _____	9 _____
10 <u>FIELDER</u>	10 _____	10 _____	10 _____

TREY	TRIPS	UNBALANCED	I - FORMATION
1 <u>ZORO</u>	1 <u>SAM ZONE</u>	1 <u>FLOW ZONE (STUB OL BACK)</u>	1 <u>54</u>
2 <u>ZONE (DETERMINE STRENGTH)</u>	2 <u>COMBO & STUB I (BUCK WALK)</u>	2 <u>ZONE</u>	2 <u>57</u>
3 <u>MINN. POST. POW</u>	3 _____	3 <u>KEY</u>	3 <u>56 STUB</u>
4 <u>2D - OUTSIDE BACKERS</u>	4 <u>KEY - DUCE STRONG (POW - WEED)</u>	4 <u>ZORO</u>	4 <u>STUB SUSIE</u>
5 <u>PEEL 2ND BACK</u>	5 _____	5 <u>56</u>	5 <u>44. ZORO</u>
6 _____	6 <u>44</u>	6 <u>57</u>	6 <u>CONNIE</u>
7 _____	7 <u>56</u>	7 _____	7 <u>ZORO (PASS)</u>
8 _____	8 _____	8 _____	8 <u>OPEN TITE PLAST</u>
9 _____	9 _____	9 _____	8 <u>SHUT 1 MAN WIDE</u>
10 _____	10 _____	10 _____	9 <u>WIDE BLOW</u>
			10 <u>TITE 2D (PLAY ACTION PASSING)</u>